Usenet Newsgroup Archive: comp.sys.atari.st

1999-04 - 1999-05

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1999-04-01 through 1999-05-31

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 3,760

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: NEMESIS Anyone?

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: jagger@power.connexus.net.au
Message-ID: <37023de5.0@news.internex.net.au>
Source record: 81574

In comp.sys.atari.st Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

:

: Just another post to see if anyone here has a working/complete NEMESIS board
: for sale. I live in the US but am open to any offers. I'm talking with a guy
: from Finland about getting one from him now, but if that doesn't work out, or
: if someone in the US actually has one, I'd love to hear about it.

: -Paul

: --

: Paul Nurminen (aka Nurmix)

: _/ Red Light 6 Studio - El Segundo, California

: * SPAM ALERT!
: * (If it's there) remove "NO_SPAM_ME" before e-mailing!

I have a nemesis that |I never got around to installing.

maybe you have one by now? quite happy to mail it if you want.
-- Let me know.

```
__
|__| jagger@connexus.apana.org.au
| \__ \ / ___\ / ___\_/ __ \_ __ \
| |/ __ \_/ /_/ > /_/ > ___/| | \/
/\__| (____ /\___ /\___ / \___ >__|
\______| \//_____//_____/ \/
<=====================================>
NEWGROOVE STUDIOS Melbourne Australia
```

2. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7du9o5$c3c$1@roch.zetnet.co.uk>
Source record: 81575

John Perez wrote in message <7dtsl5$dr@news.Hawaii.Edu>...
>Jeff Mitchell (skeezix@loner.icomm.ca) wrote:

>The internal hard drive is SCSI, and it should be fairly easy to find a
>good fast replacement.

when I replaced the drive in my Stacy I had a selection to try,out of six
only two could be "seen" one of these was a two gig,the internal host
could only see one gig so don't just buy any scsi drive or get it on work
or return
Kevin
Atari still lives
kevin@kdermott.freeserve.co.uk
Lancashire England kdermott@zetnet.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

3. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3702A3D7.E5B4F17D@ihug.co.nz>
Source record: 81576

Hi there,

ethhoack ethandphi exbeess wrote:
>
> HAHAHA STUPID MORONS YOU ARE DIGGING YOUR OWN GRAVES
>
> I GAVE IN TO MICROSOFT AND IT FEELS SO GOOD
> FUCK YOU
> FUCK YOU
> < major SNIP>

Don't worry...the men in white coats are coming for this 'un...

L8R,

Chris Wilkinson,
/|\ ATARI Falcon030 owner.

4. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2k$2a6$1@plutonium.compulink.co.uk>
Source record: 81577

Martin-Eric Racine wrote in message ...
>Nonetheless, messages should _never_ be encrypted, even in Base-64.
>Plain text is what's expected. STiK to it..... *grin*

Of course you're right, and that wasn't my intention. I apologise to everyone who had problems reading my earlier message - which was just to say hello really - it seems to have attracted an embarassingly long thread :-)

I thought I had set up Outlook Express to post plain text but it's not the most intuitive product. I have a copy of the ASH Emailer here and I might give that a try but if I do that I can't take advantage of my ISDN line because I don't have the right widget to run IConnect via ISDN (although I understand there is a beta release somewhere).

Fingers crossed I've selected the right options this time!

5. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2k$2a6$2@plutonium.compulink.co.uk>
Source record: 81578

Hi Tony/Brian,

>>As for Atari Computing, I couldn't tell you what theya are doing cause I
>>was unable to read it the post. I would like get the mag however.
I'd be happy to send anyone reading this newsgroup a free evaluation copy of
Atari Computing - just let me have your postal address by email (remove the
spam block)...

>ST+Fanzine "Best ATARI Paper based magazine of 1998"
As we said in the AC12 news pages "Congratulations"
I found it hilarious ST Format and other dead magazines still featured in
the shortlist.

> As voted for by the ATARI Community
[FX uncontrollable giggles]

6. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2l$2a6$3@plutonium.compulink.co.uk>
Source record: 81579
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Geoffacakes wrote in message ...
>I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
>socket on the back - is this for an RGB monitor? Is there anyway one can
use
>a SVGA monitor with the machine?
The 13 pin socket is for a mono monitor, typically a SM124/SM125 but you can
connect any S/VGA monitor to this socket using a suitable adapter.
Mario Becroft has recently released his adapters and I have a bunch of them
here to sell at the Neuss show - they work fine and are inexpensive.

7. Re: GEMscript

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2l$2a6$4@plutonium.compulink.co.uk>
Source record: 81580

Gordy wrote in message <7dhl0b$u3g$1@news8.svr.pol.co.uk>...
>Does anyone know where I can get hold of GEMscript?
From any ASH distributor. Peter West, TransAction, has recently completed the English translation and following agreement with ASH/SysSols an English release could follow.

8. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7dug2m$2a6$5@plutonium.compulink.co.uk>
Source record: 81581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...

>As a result, I've been in touch with Dr Kromke, who has kindly given
>permission to go ahead with the project, and has supplied the latest docs
>for MagiC.
Nice one John, best of luck with this venture. If any of the TransAction
team run out of projects I'll suggest they take a look.

9. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7dui6glgu1@irk.zetnet.co.uk>
Source record: 81582

Don't be so goddam numb

AM.

I think therefore I AM.

10. get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: atari@bright.net
Message-ID: <7duird$7c0$1@cletus.bright.net>
Source record: 81583

Don't want to repeat such language....

[snipped it all]

April fools, eh? If not I know a good therapist...

--
Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

11. Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7duilvlgu2@irk.zetnet.co.uk>
Source record: 81584

I have found a major bug in all Atari newsreading programs. If you read this message before 12noon your system will be infected with a deadly virus that will cause your screen to go blue for no reason whatsoever, even on mono monitors.
It will cause all your RAM and hard drive space to be completely wasted.

Be warned.

AM.

I think therefore I AM.

April Fool :)

12. Re: BBS software sources

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <3702e8e5.20045260@news.jax.bellsouth.net>
Source record: 81585

On 31 Mar 1999 21:57:35 GMT, skeezix@loner.icomm.ca (Jeff Mitchell)
wrote:

>> Just out of curiosity, (since I run DarkForce! on BBS Express! ST v1.98a)
>> has anybody been able to get through to Rich Sanchez's support BBS lately?
>> I've not been able to get through in a month or more. Hope he has not
>> decided to close down shop.
>
> I was there a few times 6mo or more back, but not in the last
>while. He might've given up shop, or just not noticed a crash, since he
>rarely checked on the old system. Or maybe it crashed, and he couldnt' be
>bothered ot fixit. He was looking for peopel to buy Express from him, so
>he coudl make some last cash on it..
>
>> A really cool game that I've never been able to get in contact with the
>> author about (to register!) is Final Frontier II. Ever play it? ;-)))
>
> Never played it. I've got the GFA version of Frontier 1,
>somewhere..
>
> I'll have ot ding up your BBS sometime. I love Express. I was a
>support system for a few years, way back..
>
> Jeff
>
>--
>--
>"It's murder out there. You can't even travel around in your own micro
>circuits without permission from 'Master Control Program'. I mean,
>sending *ME* down here to play games.... Who does he calculate he is?"

I hadn't tried in a month or two, but the last few times I tired, it
was always busy, thought perhaps he was surfing on the same
phoneline he had the BBS on since he probably didn't get to
many calls anymore on Express. I am a registered owner
and enjoy using it from time to time to transfer data to/from
work, etc.

Mike Harvey

13. Re: Fuji Sighting (Hasbro,were you watching)

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7dv3eadki1@nnrp1.dejanews.com>
Source record: 81586

There's always a spoiler:)

In article <H8xM2.861$qL2.396@news.flash.net>,
"Edward Williams" <tchermok@flash.net> wrote:
> Actually Wolfenstein is owned by Id software
> Defender is owned by Williams
>
> ----------
> In article <7dsgvr$4t8$1@nnrp1.dejanews.com>, magicmac@my-dejanews.com
> wrote:
>
> > Tonight on the Daily Show, broadcast on the Comedy Central Network, three
> > Atari games were used to deplict the current NATO invasions. (my opinion).
> >
> > Anyway to the good(?) part, video clips of Defender, from the old game
> > console, Wolfnstein from the Jaguar, and Pong were used in the satire.
> >
> > I wonder what Hasbro would have to say about this if they even had the
> > slightest idea that they actually own the rights to these games?
> >
> > Should 4-Play be as reserved as they are considering major networks are
> > utilizing "Atari-Hasbor" copyrighted products in this method?
> >
> > Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

14. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: kare.hampf@pp.inet.fi
Message-ID: <37032b6e.84227336@news1.telia.com>
Source record: 81587

On 31 Mar 1999 22:44:52 GMT, ethh@enemy.org (ethhoack ethandphi
exbeess) wrote:

>MY NEWS SERVER CLOCK IS 2 HOURS LATE
>

I would consider the stuck shift key a greater problem ;)

Regards, K.Hampf

- email: kare.hampf@pp.inet.fi -

15. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0q1LFLAq+zA3EwRu@steverosie.demon.co.uk>
Source record: 81588

In article <7duilvlgu2@irk.zetnet.co.uk>, AtariMad
<atarimad@zetnet.co.uk> writes
>I have found a major bug in all Atari newsreading programs. If you
>read this message before 12noon your system will be infected with a
>deadly virus that will cause your screen to go blue for no reason
>whatsoever, even on mono monitors.
>It will cause all your RAM and hard drive space to be completely
>wasted.
>
>Be warned.
>
>AM.
>
>I think therefore I AM.
>
>April Fool :)

But my screens are always blue for no apparent reason;)))

And as I'm using a pc, all my RAM and hard drive space is as always
completely wasted:))))

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

16. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Renaud PASCAL <rpascal@atos-group.com>
Message-ID: <37033EEB.944B6F4D@atos-group.com>
Source record: 81589

K. Hampf a ï¿½crit:

> On 31 Mar 1999 22:44:52 GMT, ethh@enemy.org (ethhoack ethandphi
> exbeess) wrote:
>
> >MY NEWS SERVER CLOCK IS 2 HOURS LATE
> >
>
> I would consider the stuck shift key a greater problem ;)
>

Think't's an April's Fools msg considering the previously known author's
personnality
Though his therapist could say it goes a little deeper than that, he was
a hiway chile ;-)

17. WTB: Atari TT-RAM card

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990401131703.8451A-100000@hal.fishpool.com>
Source record: 81590

I'm looking for an original 16 MB TT-RAM card as manufactured by Atari.
If you have one available and you live within European Union, please
e-mail me with the details. Thanks.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

18. New Browser available!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7dvh8u$m3i8$1@reader3.wxs.nl>
Source record: 81591

```
Hi buddys!

Just discovered a new web browser by Matthias Jaap: the Pinguin Navigator.
For more info, go to his website:

http//www.atari-computer.de/mjaap/jaapan/navigate.html

CU,
Karsten

---------------------------------------------------------------
Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam
---------------------------------------------------------------
On his Milan 040/16/1220 Mint1.15, Naes1.2
```

19. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3703534B.2C3505AC@directprovider.REMOVETHECAPITALS.net>
Source record: 81592

ethhoack ethandphi exbeess a ï¿½crit :
>
> HAHAHA STUPID MORONS YOU ARE DIGGING YOUR OWN GRAVES

Troll Alert!!! Please do not respond.

This guy is a jerk who keeps on saying that Bill Gates is the devil's
incarnation and that anyone who uses Microsoft is a sinner and should be
burned and stuff like that. All he wants us to do is to start an
imaginary flame war against Microsoft.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

20. Re: MagiC Documentation Project

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <922965794.20562.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 81593
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Joe Connor wrote in message <7dug2m$2a6$5@plutonium.compulink.co.uk>...
>
>John Whalley wrote in message <01be78f7$cbae3700$LocalHost@xpnwjjkf>...
>
>>As a result, I've been in touch with Dr Kromke, who has kindly given
>>permission to go ahead with the project, and has supplied the latest docs
>>for MagiC.
>Nice one John, best of luck with this venture. If any of the TransAction
>team run out of projects I'll suggest they take a look.

Thanks, Joe. Much appreciated.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

21. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37035E9E.807F06D8@NO.SPAM.emw.ericsson.se>
Source record: 81594

Didier MEQUIGNON wrote:

> >CT2 have a complete bus that allows to use other expansions cards..
> >but you need an adaptor to connect atari expansions cards.
> >CENTEK doasn't made this adaptor!
>
> This connector has disappears on CT2B => lower price than a CT2.

What? That's realy pitty as you wont be able to use the Eclipse
PCI interface in order to let you use PCI cards with it then. :-\

I'm happy that I have got my AB040 after all.

//MK

22. Re: My findings in TOSBOX Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <37035E7B.72B59F30@NO.SPAM.emw.ericsson.se>
Source record: 81595

guitarra@afn.org wrote:
>
> So far every program I have ried works..

Yup, TOSBox is a very nice program. It works _very_ well and
I have successfull runned MiNT+N.AES on it. If it could only
be just a bit faster.... ;-)

//MK

23. Re: Papyrus 6 RSC

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <370366A0.9356279D@NO.SPAM.emw.ericsson.se>
Source record: 81596

Ekkehard Flessa wrote:
>
> Hallo Magnus!
>
> MK>Why not make a RSC translator?
>
> Somebody already had this idea. The below mentioned program is intended for
> extracting texts from resource files in order to translate them and tomaintain
> multilingual resources together with ResourceMaster RCS.
>
> *Download:*
> _Internet:_
> http://home.t-online.de/home/A.Diedering/

Sounds just like it. Maybe someone should mail it to ROM?
And as I said, if you have extracted everything once, it shouldn't be very
hard to add the changes. After all, I realy doubt that ROM changes the
resource completely between each release.

//MK

24. FS: Atari 1040 and 520 Color system. US Only Please.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: monkyman@mindspring.com
Message-ID: <3703a170.5378637@news.mindspring.com>
Source record: 81597

```
For Sale:
Atari 1040 ST, excellent condition
Atari 1224 Color Monitor
Atari 520ST FM, not excatly working, but perfect for the do it
yourselfer or Part Out.

$100 or best offer. Buyer pays shipping. US only please.

Andrew
monkyman@mindspring.com
```

25. HiSOFT Spring Sale!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Stephen Marriott <stevem@hisoft.co.uk>
Message-ID: <3703810E.8C43B591@hisoft.co.uk>
Source record: 81598

```
There are bargains galore for Atari users in HiSOFT's spring sale. Many
items at half price!

http://www.hisoft.co.uk/springsale/

All offers subject to availability.

--
Stephen Marriott - stevem@hisoft.co.uk
HiSOFT SYSTEMS, The Old School, Greenfield, Bedford, MK45 5DE, UK
Tel: +44 1525 718181 Fax: +44 1525 713716 Freecall 0500 233 660
http://www.hisoft.co.uk/ http://www.cinema4d.com/ ICQ#: 29793027
```

26. English RSC files for IConnect clients!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7dv625hna1@news7.svr.pol.co.uk>
Source record: 81599

Come and get 'em! :-))

English RSC files for the FTP client Fiffi (included with CAB2.7) and Teli 1.06, a Telnet client are now available (BubbleGEM help file for Teli expected soon). URL in sig.

Note that keyboard shortcuts aren't guaranteed 100%, but it's pretty near.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

27. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <370844c5.2129307@news.freeserve.co.uk>
Source record: 81600

Hey! "Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk>

>>ST+Fanzine "Best ATARI Paper based magazine of 1998"
>As we said in the AC12 news pages "Congratulations"

>I found it hilarious ST Format and other dead magazines still featured in
>the shortlist.

Would this be the same ST Format and other dead magazines that
featured when AC won it and was proud enough to display the logo for a
year...

>> As voted for by the ATARI Community
>[FX uncontrollable giggles]

A♯
AC win the award the previous year and display the award multiple
times on the AC web pages. ST+ response is to congratulate you and
link to you and mention you in every issue

B♯ 1998
ST+ win the current award and display the logo. AC response? ridicule
the award and call it a joke...

I can assure you that if AC are good enough to win the award next
year.. we will not stoop this low..as indeed we never have :(((I am
amazed and deeply saddened by this public attempt to belittle an award
yourselves where quick to accept the previous year.

28. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7dvtt6$i5d$1@roch.zetnet.co.uk>
Source record: 81601

```
X-Newsreader: MICRO$LOTH CRAPLOOK FOR SHITDOZE98

taken from the header for anyone who can't see it
```

29. Re: New Browser available!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37038E10.9D2DE454@ping.be>
Source record: 81602

Karsten a ï¿½crit:
>
> Hi buddys!
>
> Just discovered a new web browser by Matthias Jaap: the Pinguin Navigator.

I don't think it's really a browser because it already existed in HP-Penguin versions just as an html editor .... which was not so powerfull and also absolutely not wysiwyg. But of course it's a really great program !

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

30. Re: WTB: Atari TT-RAM card

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37038E6D.E9B3E92@ping.be>
Source record: 81603

```
Martin-Eric Racine a ï¿½crit:
>
> I'm looking for an original 16 MB TT-RAM card as manufactured by Atari.
> If you have one available and you live within European Union, please
> e-mail me with the details. Thanks.

Do you really want it ? Did you not decided to upgrade to a Milan ?

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

31. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: db361@torfree.net
Message-ID: <F9IMys.7FA.0.bloor@torfree.net>
Source record: 81604

Just off the top of my head, here, so don't take any of it as an authoritative statement:

AFAIK Atari's in-house hard disk driver stopped development in the age of what we now know as SCSI-1. I think the ICD guys took things up to the threshold of SCSI-2. But I assume that the internal electronics and tight interior space of the Stacy mean that you're stuck with the OEM hard disk controller.

Come to think of it, you might try running a few of the ICD utilities from the floppy and see what controller it is, in fact. One of us from the newsgroup probably has a list of what drive is compatible with what controller.

Much of my main gear is older Atari stuff (typing this on a 1040STe, in point of fact) and my ICD host, the AdSCSI PLUS, can't asee higher than SCSI-1 commands.

Gosh, those older SCSI-1 drives like the Quantum lightning are hard to find, all of a sudden. I imagine that there is a parallel universe of Mac people who still run OS sys. 6.07, remain loyal to their machines, and have bought up all the old Quantum drives...

JG
still the XEST editor
Isolated out in Atlantic Canada

32. Re: BBS software sources

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7e04fj$4rq$4@news.campuscwix.net>
Source record: 81605

On 31 Mar 1999 21:57:35 , Jeff Mitchell wrote:

-> I was there a few times 6mo or more back, but not in the last
->while. He might've given up shop, or just not noticed a crash, since he
->rarely checked on the old system. Or maybe it crashed, and he couldnt' be
->bothered ot fixit. He was looking for peopel to buy Express from him, so
->he coudl make some last cash on it..

Yeah, the last few times I had talked to him voice, he seemed to be
hinting in that direction. I was kinda hoping that as he retired from
his regular job (he has led an interesting life!), he would spend more
time with Express... ;-(

-> Never played it. I've got the GFA version of Frontier 1,
->somewhere..

Hmm. Don't know what FFII is written in. Its one very cool game though.
Only bad part is that its limited to 10 users per session. I tried to
contact the author to register it, but I've not been able to reach him.

-> I'll have ot ding up your BBS sometime. I love Express. I was a
->support system for a few years, way back..
->
-> Jeff

Cool! By all means, call us! ;-)))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

33. Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <370395D3.17E58F12@friko3.onet.pl>
Source record: 81606

Anyone succeeded using Ghostlink? My setup doesn't want to transfer any files (Falcon030<->Pentium2PC).

Are there any other apps for transferring files between Atari and pc via serial ports available?

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

34. FS:ICD LINK2

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: mark arstall <mark@fairy-jig.freeserve.co.uk>
Message-ID: <01be7c5e$2ce7a060$9d03883e@fairy-jig.freeserve.co.uk>
Source record: 81607

ICD LINK 2
ALL SOFTWARE
DMA CABLE
MANUAL
£40 ono
mark@fairy-jig.freeserve.co.uk

35. HELP: Connection Of Falcon - JAM8 - FDI - CAF2.06

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: escaisey@hotmail.com
Message-ID: <3703a50c.609760058@news.northrock.bm>
Source record: 81608

I need some help with a problem that I have with my Falcon,CAF
2.06,FDI,& JAM8.
I have one of the original 18bit JAM8 and the Steinberg FDI
interface,which was made
by Soundpool.

When I connect my FDI to My JAM 8 And boot up CAF 2.06 the FDI cuts
out the Audio
signal from the JAM 8.But,I can get the digital out from the FDI to
send a signal to my MD player.When I use the Optical Input on the FDI
I get a very harsh white noise sound
with no audio.
Once when I loaded CAF I got one channel from the JAM 8 to work but
the others
did not.I still had a problem with the optical input of the FDI.

When I attach the Cubase Audio Clock Cartridge to the JAM 8 everything
works fine.The Audio is nice and clean coming out of the Jam 8.But of
course I have to use the Falcon's mic input jack to record.

When I attach the FDI to the falcon by itself I can send audio out
through the
optical out jack of the FDI to opitical in jack on my Sony MD player
okay.

When I try to send a signal into the Falcon through the FDI optical
jack all I get
is a harsh white noise.Do You have any Idea what is causing this?

I do not have any digital gear with coaxial connections so I cannot
test these
inputs and outputs.

Also,Does anyone have a Def.ALL song file for Cubase Audio that I
could use that
has the best hardware and Mixer map settings,If so,can you e-mail it
to me?
(I'm not sure if I have the correct settings in the Audio Hardware
section.)

Does Soundpool update the FDI int.PRG?I was wondering if this has
anything to do
with the FDI not functioning properly.

Thanks!

Sean

escaisey@hotmail.com

36. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7e0ac7$ru2$1@platane.wanadoo.fr>
Source record: 81609

```
On 1 Apr 1999 13:55:10 +, Magnus Kollberg wrote:
>Didier MEQUIGNON wrote:
>
>> >CT2 have a complete bus that allows to use other expansions cards..
>> >but you need an adaptor to connect atari expansions cards.
>> >CENTEK doasn't made this adaptor!
>>
>> This connector has disappears on CT2B => lower price than a CT2.
>
>What? That's realy pitty as you wont be able to use the Eclipse
>PCI interface in order to let you use PCI cards with it then. :-\

I haven't a tower for my FALCON ;-)
With an AB040 it's not possible to close box !

>I'm happy that I have got my AB040 after all.

Hi Magnus, just a question DSP interrupt works on AB040 ?
Centek offer a patch for CT2 (DSP_IRQ.PRG in auto folder
for Quincy and Aniplayer).

Regards,

Didier.

+--------------------------------------------------------------------+
|Didier MEQUIGNON Aniplayer download: |
|E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/ |
|Address: 25,rue de l'Ascenseur 62510 Arques FRANCE |
|Dev 68K/DSP56001/C on |
|Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp|
+--------------------------------------------------------------------+
```

37. Re: New Browser available!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7e0afpfum1@reader1.wxs.nl>
Source record: 81610

```
On 1 Apr 1999 10:20:14 G, Karsten wrote:

> > Just discovered a new web browser by Matthias Jaap: the Pinguin
> > Navigator. For more info, go to his website:
> > http//www.atari-computer.de/mjaap/jaapan/navigate.html

Ehhh, this should be:

http://www.atari-computer.de/mjaap/jaapan/navigate.htm

Sorry for the inconvenience,

Karsten

---------------------------------------------------------------
Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam
---------------------------------------------------------------
On his Milan 040/16/1220 Mint1.15, Naes1.2
```

38. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7e0c2fkbs1@roch.zetnet.co.uk>
Source record: 81611

On 31 Mar 1999 22:44:13 , ethhoack ethandphi exbeess wrote:

>NOW I BOUGHT A PC WITH WINDOWS

Have you learned how to use lower-case yet?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

39. Re: GEMscript

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <3703bb5c9f56a0@telsa1.freeserve.co.uk>
Source record: 81612

on Thu 01-04-99 01:32 Joe Connor wrote:

>
>Gordy wrote in message <7dhl0b$u3g$1@news8.svr.pol.co.uk>...
>>Does anyone know where I can get hold of GEMscript?
>From any ASH distributor. Peter West, TransAction, has recently completed
>the English translation and following agreement with ASH/SysSols an English
>release could follow.

Thanks for that little bit of info.....I hope there will be an English
release.:-)

Gordy.

--
E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Otagger ss1.22: "Data, I thought you were dead!" "No, sir, I rebooted"

40. Re: Okami 2

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: tesla1@telsa1.freeserve.co.uk
Message-ID: <3703bb5c9f56a1@telsa1.freeserve.co.uk>
Source record: 81613

on Tue 30-03-99 19:04 Martin "Nightowl" Byttebier wrote:

>on Tue 30-03-1999 15:48 Ronald J. Hall wrote:
>
>>On 29 Mar 1999 16:50:38 , Pat & Anna wrote:
>>
>>
>> I hate to admit this...but I never could get Okami (any version) set up
>> correctly, so I continue to use Newsie via GluSTik under MiNT... ;-(
>>
>
>What's the prob? If you carefully read the comments in o.inf it shouldn't
>be that difficult.
>
>I use Okami under MiNTnet. It's really a marvellous piece of soft.

I managed to get it setup in about 10 minutes.Did have a few problems with
the passwd file but everything is now working.

Gordy.

--
E-mail:tesla1@telsa1.freeserve.co.uk
Join the *All New Atari Mailing List*
Check http://www.telsa1.freeserve.co.uk for details
Otagger ss1.22: #@$ffwe99fjaljk ... Hey! Get the cat off the keyboard!

41. Re:Stacy

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7e0h1t$1s6$1@news2.xs4all.nl>
Source record: 81614

On 31 Mar 1999 18:40:30 , Jeff Mitchell wrote:

REACTIONS -till 24/11/98
Thank you for your E-Mail dated 11-12-98 Jos!

THESE STACY'S ARE VERY RARE IN EUROPE
Stacy in the US are Not very rare. Years latter, we still sell them to Atari Midi User's! Matter of face we must still have 50 to 100 2 and 4 Meg Stacys in stock at this time!

I think you are a little confused on this Stacy Battery! All Stacy's have an internal Battery soldered onto the Motherboard for the Internal Stacy Clock! You can not see this soldered in Stacy Battery unless you take apart your Stacy 2!

Now if you are talking about the empty Stacy Battery Pack location behind the Keyboard, Yes, we have 2 Stacy Battery packs in stock! The Gel Cell(Lead Acid type) pack, which requires you cut out plastic inside the Battery compartment to fit the Gel Cell in, cost is U$D75. Then we also have a Ni Cad Battery pack, which is a drop in, no modifications required to the Stacy Battery compartment! Cost is U$D 99
The Stacy Owners manual, which has a Standard Atari ST owners manual and a 12 page Stacy Addendum is U$D 12
Cost for the Stacy Addendum with or without the Atari ST manual is the Same U$D 12.

Regards
Bradley Koda(BEST ELECTRONICS)

The Connection for both of our Stacy Battery packs is located inside the Stacy! You can see the connector on the Stacy motherboard if you Look thru the 3 small Rectangular holes located on the left side of the Stacy Battery compartment! Complete installation instructions come with the Stacy battery packs we sell!

Regards
Bradley Koda

Am interested, I have just soldered on Mario's IDE/TOS2.06 adapter and am running a 2 1/2 inch IDE drive in my Stacy4...

--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

Martin-Eric Racine The Atari TT030/Stacy Homepage with FAQ
FUNKYWARE CREATIONS OY http://members.tripod.com/~TT030/

I also bought a Stacy2 for 2 weeks ago.I have modified it with 2 handmade
SIPP's and a 50 MB harddisk.I contacted BEST ELECTRONICS.Bradley is
a very kind person which has still an enormous amount of Atari parts.
I saw that in a catalogue of his.In this catalogue there are many hints and
tips about Atari computers and.....the Stacy.
When the plans of an Atari-show in Brussels, Belgium are finalized, he's
probably going to that event, and then I will certainly buy this catalogue.
So I read you're modifying your brothers Stacy.I like to read more of that.
But let's start with my question : WHAT'S THE BEST WAY OF DISMOUNTING A
STACY ???
You used a 2.5 inch drive in the Stacy, why not a 3.5 inch SCSI ??
Have you done something about the powering of the Stacy, I mean a batterypack,
that lasts for more than 15 minutes..... or a poweradapter,
that fits in the empty batterycompartment??
Is it possible to use a 1.44 HD drive ??
What's the best harddiskdriver ? I returned after HDDRIVER, ICD and HUSHI
to plain AHDI !!
I already got more reactions on my message in the newsgroup.
I hope we can help each other with question, hints and tips about this
wonderful Atari model.

Brian Becroft replies:

Ours is a Stacy4, Mario will be making his upgrade board to take the RAM
up to 14MB, it is not made yet, only a matter of time...

We have the Best catalogue, it is very good, the best source around and
valuable with the tips in it. Prices are rather expensive... It cost us
NZD36.

BTW, the early Stacy had the Mega bus port out the side. Later models
didn't, but the holes are still there on the PCB...

> So I read you're modifying your brothers Stacy.I like to read more of that.
> But let's start with my question : WHAT'S THE BEST WAY OF DISMOUNTING A
> STACY ???

Taking the Stacy apart is a bit tedious. You have to get the display apart
and the trick is to undo the screws behind the 'Stacy' label. Then the
fiddly bit is carefully unclipping the two halves without damaging the
plastic. We used a small screwdriver to wedge the case in the right way
so the little clipping system holding the two halves together would
unclip! There are a few of these around the display, take it slow and
carefully.

You can either unplug the display to make further disassembly possible, in
this case you need to make a note of where all the wires go. Either way,
you need to unscrew a metal strap to give you more room to move with the
wires - you have to do what you think is sensible.

The first time we did this was because the screen was very loose at the left hand hinge. There is a powerful spring inside and we found the screws coming loose...

However, upon closer inspection we found cracks in the area where there is re-inforcing struts in the plastic, due to stress from the spring. In this case I put a great deal of plastic around all these areas with a plastic glue-gun. I used up a couple of plastic glue sticks. Very worth while.

Another very bad problem can develop. This is chaffing of the wires from the display where they then go through the shielding which sits over the motherboard. I have put special 'pressure-melting tape around the wires in this area. In fact this is the second time I have disassembled the Stacy and this time I am removing some of the shielding to fit the IDE interface and at the same time remove the shielding which causes the rubbing on the display wires...

Another big problem with the Stacy is that the display backlight goes dim. This has happened to me and so I most often use a seperate display. However, the backlight is an electroluminescent type. It is a thin piece of plastic sheeting which glows when the correct type of power is applied. This is why the PSU board which is mounted over the CPU on the Motherboard has additional circuitry to handle this...

I have checked around for replacements but they seem really expensive.

> You used a 2.5 inch drive in the Stacy, why not a 3.5 inch SCSI ??

The Stacy has the Atari SCSI interface plugged in beside the PSU unit. It is not a very good interface. For instance, a friend put a 2 gig HDD in his Stacy and wondered why he could only see 1 gig. The interface is typical Atari, only half done. There are other problems and you can get around them maybe, depending on the drive. Becxause Mario makes the IDE interface which includes the TOS 2.06 upgrade as well, and because the IDE drives are cheaper in the 3 1/2 inch size and about equivalent in the 2 1/2 size - I thought this would be the better way to go. I left the SCSI 40MB drive in there for now and installed his interface with an old 120MB 2 1/2 IDE drive I had sitting around...

I have not researched the battery issue and have given up on this issue. The standard battery replacements are just not worth it in my opinion because they don't last very long at all. The new Magnesium Hydride batteries may be OK, or some expensive Lithium one. I am sure soemthing could be sorted out, but the Stacy has high power consumption and I wonder how long it would go. However, with the 2 1/2 HDD, the power consumption would be a lot lower, so it depends if you want to research this question.

What I did was to leave the SCSI drive in there, and I have really hacked the Stacy case, it may not have been strictly necessary, but I don't mind it. So what I did was to cut the case where the battery compartment is - I cut the bottom out and also the sides a fair bit. This gives me plenty of room to move for the IDE upgrade and 2 1/2 drive. The upgrade actually sits beside the CPU, which in practice, is beside the PSU board, since this sits over the CPU...

I soldered the upgrade directly onto the CPU. This is slow work. It pays to take your time...

Another thing which is a nuisance with the Stacy is the Trackball. The left and right buttons eventually don't work... Well I unscrewed the Trackball unit and very carefully cut open the micro switch itself and cleaned the insides with Isoproypl Alchohol. It's all very tiny. The micro switches are not made to take apart. I put some of this 'pressure-melting tape' I have around the micro switch top and this has held the 'lid' on the little switches just fine. Now the buttons works fine. I must say, however, that I have become a fan of Mario's Serial Mouse Interface. I use a PC 'Genius Netmouse' This has a rocker button for the middle button. This gives me a double click when I press forwards and a left-click-and-hold when I press backwards. It is the best thing ever made for the Atari computers without a doubt - as regards mice, trackballs and pads. It is definitely a 'must have' item. Actually, I can't wait for him to finally make up the PC keyboard/PC mouse interface (I am using this as I speak) as this combines two good things into one. I do find the Stacy keyboard a nuisance when I use it with Notator - It's the little numeric keypad keys and the arrow keys and the 'F' keys they are not easy to oeprate...

It is a great pity that Atari didn't develop the Stacy... I would love to have a ST book, I have a friend who has one, and it is very small.

> Is it possible to use a 1.44 HD drive ??

Yes if you simply put in a new AJAX chip and I think TOS 2.06, or you can risk double clocking your current AJAX chip - some can take it others can't. For peace of mind, get the suitable AJAX chip.

> What's the best harddiskdriver ? I returned after HDDRIVER, ICD and HUSHI
> to plain AHDI !!

We believe HD driver. We have AHDI, ICD pro, CBHD, To get a HDD that is small these days is hard, to get access to multi gigabyte drives with large partitions, well Mario has tested my 12 gigabyte IDE HDD on his IDE interface with HD driver...

regards,
--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

42. Re: Is it worth upgrading to Cab 2.5 / 2.7

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7e0g89$1gk8@enews4.newsguy.com>
Source record: 81615

On 28 Mar 1999 16:37:20 , Barry James Rae wrote:

> I was wondering wether it was worth upgrading beyond CAB 1.5
> . I use a 4 meg STFM with TOS 1.4 and if so who in the UK
> has the rights to sell ASH's products .

In a word... Y E S !

When I first bought the commercial version of CAB (2.5) I couldn't believe how much better and faster it was compared to 1.5 - which was a buggy, crash-prone mess IMHO. And now I've just upgraded to 2.7 and it's even better still.

If you plan to do your web browsing on your Atari, I would say you're doing yourself a huge disservice by sticking with CAB 1.5.

But as far as who in the UK has the rights, I believe it's System Solutions. But I'm in the US so I can't say for sure.

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

43. Re: NEMESIS Anyone?

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7e0g86$1gk8@enews4.newsguy.com>
Source record: 81616

On 28 Mar 1999 14:17:47 , Ronald J. Hall wrote:

> I know the C2 is a great card (K.Ellis has put her stamp of approval on
> it! <VBG>) but I can't understand not wanting to wait just a couple of
> months to see if Titan delivers on their 266mhz PowerPC Tempest board.
>
> IF they do deliver, how can you possibly compare. (besides that, Titan
> says that Tempest will work with Nemesis)...

It's really a question of cost. The C2 is certainly more expensive than the NEMESIS, and the Tempest will no doubt cost even more. I just can't justify spending too much money on my Falcon when I see how much I can get for my money with a PC these days. So, since I still want to keep and use my Falcon [and don't really want to switch to a PC; but need more speed and a higher screen resolution on my Falcon] I was looking for an inexpensive way to enhance it's performance a bit, and the NEMESIS fit the bill.

And, I've been waiting to get one since last August, but Titan kept saying they were out of stock / had more in production, blah blah blah. And I've also been told by Alex at ATY Computer that the NEMESIS is one of the most reliable / compatible accelerator boards available. It comes highly recommended from him (and others I have talked to who have used it). And having dealt with Alex in the past, I respect his opinion and Atari knowledge.

But all is not lost since I've worked out a deal with a Finnish Atari user for his old NEMESIS board and Videlity software - for an excellent price.

So hopefully my Falcon will be Nemisized very soon... :^)

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

44. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7e0g8c$1gk8@enews4.newsguy.com>
Source record: 81617

On 31 Mar 1999 22:44:13 , ethhoack ethandphi exbeess wrote:

>HAHAHA STUPID MORONS YOU ARE DIGGING YOUR OWN GRAVES
>
>I GAVE IN TO MICROSOFT AND IT FEELS SO GOOD
>FUCK YOU
>FUCK YOU
>
>AT LEAST
>
>NOW I BOUGHT A PC WITH WINDOWS
>OH YES IT'S SO COOL
>I'M WRITING THIS WITH MICROSOFT OUTLOOK, THE BEST MAILER HISTORY EVER MET
>AND IT'S SO COOL TO OPEN THE INTERNET EXPLORER TO BROWSE MY OWN HARD DRIVE

Hmm. It's a shame that PC's caps lock key seems to be stuck.
I'd get a refund if I were you.

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

45. Re: Fuji Sighting (Hasbro,were you watching

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7e0g8a$1gk8@enews4.newsguy.com>
Source record: 81618

On 31 Mar 1999 06:57:03 , magicmac@my-dejanews.com wrote:

>Tonight on the Daily Show, broadcast on the Comedy Central Network, three
>Atari games were used to deplict the current NATO invasions. (my opinion).
>
>Anyway to the good(?) part, video clips of Defender, from the old game
>console, Wolfnstein from the Jaguar, and Pong were used in the satire.
>
>I wonder what Hasbro would have to say about this if they even had the
>slightest idea that they actually own the rights to these games?
>
>Should 4-Play be as reserved as they are considering major networks are
>utilizing "Atari-Hasbor" copyrighted products in this method?

How do you know The Daily Show _didn't_ obtain the rights before hand?

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

46. Re: Fuji Sighting (Hasbro,were you watching

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7e0qiv$v6a$1@nnrp1.dejanews.com>
Source record: 81619

Hohohohoho, wait a minute. I'm not suckered in that easily:).

Mike

In article <7e0g8a$1gk8@enews4.newsguy.com>,
Nurmix@NO_SPAM_MEsocal.com (Paul Nurminen) wrote:
> On 31 Mar 1999 06:57:03 , magicmac@my-dejanews.com wrote:
>
> >Tonight on the Daily Show, broadcast on the Comedy Central Network, three
> >Atari games were used to deplict the current NATO invasions. (my opinion).
> >
> >Anyway to the good(?) part, video clips of Defender, from the old game
> >console, Wolfnstein from the Jaguar, and Pong were used in the satire.
> >
> >I wonder what Hasbro would have to say about this if they even had the
> >slightest idea that they actually own the rights to these games?
> >
> >Should 4-Play be as reserved as they are considering major networks are
> >utilizing "Atari-Hasbor" copyrighted products in this method?
>
> How do you know The Daily Show _didn't_ obtain the rights before hand?
>
> --
>
> Paul Nurminen (aka Nurmix)
>
> _/ Red Light 6 Studio - El Segundo, California
>
> * SPAM ALERT!
> * (If it's there) remove "NO_SPAM_ME" before e-mailing!
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

47. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <9t7dDY7s8ebB-pn2-dQ98uezbzPub@localhost>
Source record: 81620

for anyone who doubted, this article was an april's fool. i haven't wasted 2 months salary in a crapdoze platform and i am still 100% m$-free.

48. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <3703E837.5D147308@cable.A2000.nl>
Source record: 81621

ethhoack ethandphi exbeess wrote:
>
> HAHAHA STUPID MORONS YOU ARE DIGGING YOUR OWN GRAVES
>
> I GAVE IN TO MICROSOFT AND IT FEELS SO GOOD
> FUCK YOU
> FUCK YOU
>

He is REALLY happy, you know.
I'm going to like this guy.
I'll see him in hell.

Henk

49. Re: STING vs IConnect was Re: Telstar b

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7e0pgo$me7$1@roch.zetnet.co.uk>
Source record: 81622

On 29 Mar 99 02:18:44 GM, Remi Villatel wrote:

| . . . .
|The only interesting part of my message was the end and the question that I
|asked: Too many programs, too many incompatibilities, why not one only OS level
|TCP/IP stack? Did you read it?
|
| . . . .
|
|Well, my question is still pending. Nobody agrees with me?

I'm sorry that I missed the start of this thread (I could not
connect to Zetnet for about a week) but I agree that it would be
better to have one *good* program/stack/whatever for the Atari
rather than several not so good. It may be of course that one or two
are as good as you will ever get but that is perhaps unlikely.

John Logan

50. Re: SOS Hard Dive Problems

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7e0pgq$me7$2@roch.zetnet.co.uk>
Source record: 81623

On 30 Mar 1999 03:18:39 , "Brian Lang" wrote:

| . . . .
| I have serious hard drive problems, with a syquest syjet 1.5 gig removable
|drive. I am a composer and have a whole cd of my work stored on a syjet
|cartridge with 3 partitions. I am using HDDriver 7.00. Atari Falcon TOS 4.04
| I couldn't read any of the partitions at first, but after restoring
|partition info I got the first and last partitions back, but not the middle
|one.
| . . . .

I cannot give any technical help but can the files be read on
another machine? even a pc?

John Logan

51. Re: Hades/et6000 Video Generation program

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7e0pgs$me7$3@roch.zetnet.co.uk>
Source record: 81624

On 31 Mar 1999 13:32:28 , Odd Skancke wrote:

| Hi, all. I've just purchased a Hades 060 :-)) But, as I can't seem to use
|the resolutions that is provided with the Machine (bad monitor), I need a
|program that I can use to create my own resolutions. If anyone know if
|there exist a program that will let me design resolutions for the ET6000
|gfx card on the Hades, please let me know! Thanks.

On your utility disc you should have a program called VMG_xxx.PRG
where xxx stand s for your particular card/bus. When you run it you
can then try different resolutions tailored to your particular
monitor.

John Logan

52. FS: Atari Falcon system [UK]

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Mark Parry <paz@wile.demon.co.uk>
Message-ID: <ubkyoDAxp+A3EwhF@wile.demon.co.uk>
Source record: 81625

Hello everyone,

Well, it hasn't been easy, but time and financial constraints have
forced me to reluctantly sell my Falcon setup :o(

So, without further ado, here's what I've got:

Atari Falcon030 - With TOS 4.04, 14 meg RAM, 850 meg Hitachi IDE hard
drive, and 68882 FPU.

Hardware - US Robotics Sportster Vi 14.4 external faxmodem,
AST 14" SVGA colour monitor, Epson FX80 b/w dot
matrix printer (with lots of paper), several mouse
mats, two mice (one Atari), durable Competition Pro
joystick, Atari Jaguar joypad.

NOTE: All the above is in perfect working order, and comes
with all the necessary leads, etc. :o)

Software - Over 300 disks (mainly High Density) full of all
the software you could ever need. Including:
Llamazap, Pinball Dreams, Crown of Creation 3D,
Imagecopy 4, CAB 2.5, a complete set of original
Falcon distribution disks (MiNT, SAM, SpeedoGdos,
Atari Works, etc.,), HD Driver v7, UVK 7.1.

Not only all this but a massive collection of Falcon
and ST PD and shareware (many registered titles), and
literally thousands of ZX Spectrum games (with
emulator), plus loads of ST games far too numerous
to list, all in proper drawer-type disk boxes.

Furthermore, I'm also giving away a free ST as part of the deal !*
It is an STFM, TOS 1.04 with 1 meg RAM, again in perfect working order,
and with all the necessary bits.

* The ST isn't compulsory ;o)

I'm looking for 450 pounds for the lot (I don't really want to split it,
unless the offer is too good to resist....), including delivery to
mainland UK. If you're interested, please reply (preferably by Email)
and let me know.

BTW, I'm on the Isle of Wight, so if anyone close is interested and
wants to collect it, the price is 400 pounds.

Thanks,

See ya,

Mark.

P.S. Does anyone know where I can get a decent .MOD file player for the
PC, please ?

--
Mark Parry - 'Mature' (ahem) student....
Email: Paz@wile.demon.co.uk
WWW : http://www.wile.demon.co.uk/
ICQ : 26739748

53. Re: HELP: Connection Of Falcon - JAM8 - FDI - CAF2.06

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: Particle Salad <psalad@earthlink.net>
Message-ID: <37040252.5A87514F@earthlink.net>
Source record: 81626

Your problem is simple.. I had problems with the JAM-8 out and Steinberg FDI as well, and they were solved by purchasing a replacement chip for the FDI from SoundPool for 20 bit compatibility. It was around $10USD from (the late) Computer Direct, but I'm sure SoundPool will deal directly with you.

It was pretty easy to install if you're OK with a soldering iron.

-Mark

esc wrote:

> I need some help with a problem that I have with my Falcon,CAF
> 2.06,FDI,& JAM8.
> I have one of the original 18bit JAM8 and the Steinberg FDI
> interface,which was made
> by Soundpool.
>
> When I connect my FDI to My JAM 8 And boot up CAF 2.06 the FDI cuts
> out the Audio
> signal from the JAM 8.But,I can get the digital out from the FDI to
> send a signal to my MD player.When I use the Optical Input on the FDI
> I get a very harsh white noise sound
> with no audio.
> Once when I loaded CAF I got one channel from the JAM 8 to work but
> the others
> did not.I still had a problem with the optical input of the FDI.
>
> When I attach the Cubase Audio Clock Cartridge to the JAM 8 everything
> works fine.The Audio is nice and clean coming out of the Jam 8.But of
> course I have to use the Falcon's mic input jack to record.
>
> When I attach the FDI to the falcon by itself I can send audio out
> through the
> optical out jack of the FDI to opitical in jack on my Sony MD player
> okay.
>
> When I try to send a signal into the Falcon through the FDI optical
> jack all I get
> is a harsh white noise.Do You have any Idea what is causing this?
>
> I do not have any digital gear with coaxial connections so I cannot
> test these
> inputs and outputs.
>

> Also,Does anyone have a Def.ALL song file for Cubase Audio that I
> could use that
> has the best hardware and Mixer map settings,If so,can you e-mail it
> to me?
> (I'm not sure if I have the correct settings in the Audio Hardware
> section.)
>
> Does Soundpool update the FDI int.PRG?I was wondering if this has
> anything to do
> with the FDI not functioning properly.
>
> Thanks!
>
> Sean
>
> escaisey@hotmail.com

--
~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
Particle Salad/ Noom Room Studio
http://home.earthlink.net/~psalad

~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^

54. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1999-04-01 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7e1qmv$q28$1@user2.teleport.com>
Source record: 81627
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

```
For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post
```

55. WTB Philips 8833 mk1 colour monitor in SW UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <370519c6.10180542@news.cableinet.net>
Source record: 81495

I would like to obtain an old Philips Mk 1 Monitor. I am hoping that someone out there has one languishing.

56. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e37h3$rq6$1@irk.zetnet.co.uk>
Source record: 81496

>I'd be happy to send anyone reading this newsgroup a free evaluation copy of
>Atari Computing - just let me have your postal address by email (remove the
>spam block)...

Can I have a year's evaluation after my subs run out? <G>

P.S Newsie is starting to annoy me :P

AM.

I think therefore I AM.

57. Wanted: An Atari Disk Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <f7ERRzApbSB3Ews3@steverosie.demon.co.uk>
Source record: 81497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.adverts.computer,netcom.uk.forsale

Hi

I'm trying to locate an Atari disk mag: The Ledger Disk Magazine 10 by
the Untouchables.

The copy I have has been placed on a high density disk, bad move, and
has gone bad (they usually do eventually when written using a standard
720k drive).

In return I am offering 2 disks out of the FORMER LAPD disk catalogue.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: LaST@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

58. Re: FS: USA: AutoDuel for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-0204991619180001@wilga.mtholyoke.edu>
Source record: 81498

In article <7dgln7$1j93@news.ajou.ac.kr>, phantomm@kih.net (Phantom) wrote:

> Thought I saw a posting from someone looking for AutoDuel.
>
> I have a original AutoDuel boxed with all manuals and
> map for sale in like new condition.
>
> If interested e-mail offers to...
> phantomm@kih.net

If anyone else wants this program, I also have a boxed copy of it. I even have the little mini-toolkit with the Origin logo on it :-)

Dan Wilga
Gribnif Software
gribnif@pair.com

59. Re: Desktop IMG on Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-0204991625480001@wilga.mtholyoke.edu>
Source record: 81499

In article <7ckabi$dh66@news.ajou.ac.kr>, phantomm@eastky.net (Phantom) wrote:

> If you want to try a .IMG picture then try renaming like above.
> And place it into the NEODESK 3 folder.
> I'm not sure if the .IMG format is supported in NeoDesk 3.

Nope, NeoDesk 3 does not handle the IMG format. That was added for 4.0.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

60. FA: Atari SM124 Monitor for Atari ST 16-bit system

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7e45n0$9r$1@ash.prod.itd.earthlink.net>
Source record: 81500
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.monitors

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86154308

Auction Ends on: 04/09/99 at 18:34:30 PDT

61. Re: Gemini with long filename support?

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904022007.a35469@wun.maus.de>
Source record: 81501

Hallo Hallvard!

HT>Does anyone know if there is an update of the excellent UNIX type
HT>command line interpreter (CLI) "Gemini" which supports long
HT>filenames? (or any other CLI for that matter).

You could try the "mupfel" CLI, which is included in Gemini2 desktop but also
available as a standalone programm. It is maintained by Julian Reschke, so look
for it on his hoepage.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

62. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <6HxwGKA8hTB3QwST@shaw1.freeserve.co.uk>
Source record: 81502

```
At 01:38:07, Thu, 1 Apr 1999 AtariMad from MadSoft babbled on about
Major Bug to all the people at Computer group comp.sys.atari.st
>I have found a major bug in all Atari newsreading programs. If you
>read this message before 12noon your system will be infected with a
>deadly virus that will cause your screen to go blue for no reason
>whatsoever, even on mono monitors.
>It will cause all your RAM and hard drive space to be completely
>wasted.
>
>Be warned.
>
>AM.
>
>I think therefore I AM.
>
>
>April Fool :)

I don't believe you stayed up all night just to post that joke!

--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) \__ +_/ __|
YES! The funny forts are back! Email me any suggestions!
```

63. Re: Fuji Sighting (Hasbro,were you watching)

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <NaWM2.842$qL5.1384@news.flash.net>
Source record: 81628

```
sorry you want to be correct don't ya =)

----------
In article <7dv3ea$dki$1@nnrp1.dejanews.com>, magicmac@my-dejanews.com
wrote:

> There's always a spoiler:)
>
>
> In article <H8xM2.861$qL2.396@news.flash.net>,
> "Edward Williams" <tchermok@flash.net> wrote:
>> Actually Wolfenstein is owned by Id software
>> Defender is owned by Williams
>>
>> ----------
>> In article <7dsgvr$4t8$1@nnrp1.dejanews.com>, magicmac@my-dejanews.com
>> wrote:
>>
>> > Tonight on the Daily Show, broadcast on the Comedy Central Network, three
>> > Atari games were used to deplict the current NATO invasions. (my opinion).
>> >
>> > Anyway to the good(?) part, video clips of Defender, from the old game
>> > console, Wolfnstein from the Jaguar, and Pong were used in the satire.
>> >
>> > I wonder what Hasbro would have to say about this if they even had the
>> > slightest idea that they actually own the rights to these games?
>> >
>> > Should 4-Play be as reserved as they are considering major networks are
>> > utilizing "Atari-Hasbor" copyrighted products in this method?
>> >
>> > Mike
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

64. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7e1eli$aj1$1@news.ncal.verio.com>
Source record: 81629

On 1 Apr 1999 01:38:07 G, AtariMad wrote:
>I have found a major bug in all Atari newsreading programs. If you
>read this message before 12noon your system will be infected with a
>deadly virus that will cause your screen to go blue for no reason
>whatsoever, even on mono monitors.
>It will cause all your RAM and hard drive space to be completely
>wasted.
>
>Be warned.
>
>AM.
>
>I think therefore I AM.
>
>
>
>
> Yep...even my Pc monitor went blue...it must be win98 again!

Tim
>
>
>
>
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>

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

65. Any atari users in San Jose, Ca?

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7e1fe9$aj1$2@news.ncal.verio.com>
Source record: 81630

This is like a shot in the dark. BUT

ARE THERE ANY ATARI USERS IN SAN JOSE, CALIFORNIA AREA?
How about even SANTA CLARA, CA? (which is where I live)

I am just looking for some local atari users to rap with, exchange
stuff...whatever.

Eveytime I take a walk down the block, I always wonder if anybody in
THAT house or THAT house uses Atari? Or is it all mac and PC?
But you never know. It's Always a small world.

One time I was looking thru my old keyboard mags, read a letter
from a guy who was complaning that keyboard does'nt sopport Atari users
anymore. The guy writting was in Palo Alto. So I called Information,
got the guys number, and asked "Do you use Atari?" (the fatal
question) he answered "OF COURSE!" and we have become good friends
since. He got me on the internet with Cab, turned me on to Dr T Midi
stuff and more. So you never know unless you try! guess I am rambl'in
on. Anybody else with similear stories?

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

66. DOIT-Archive

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDCIBDCDUP@data.rhein-main.de>
Source record: 81631
Cross-posted to: comp.sys.atari.st.tech,da.comp.sys.st,comp.sys.atari.st

```
DOIT-Archive Mirror-Site

www.atari-computer.de/doitarchive/index.htm

Not all files avaiable in this moment!!

--
-= Home of DOIT-Archives =-
_____________________________________________
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm
```

67. Re: GEMscript

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: thomas@snailshell.de
Message-ID: <1dpku2u.nxrzawe5d590N@isdn216-72.rz.uni-karlsruhe.de>
Source record: 81632

Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:

> From any ASH distributor. Peter West, TransAction, has recently completed
> the English translation and following agreement with ASH/SysSols an English
> release could follow.

Don't mix up "GEMScript" and the "ASH Scripter". GEMScript ist a
protocol description that's available for free (will be online again
soon on http://www.snailshell.de/GEMScript/, see http://www.mani.de
meanwhile).

ASH Scripter ist a scripting language that can be used to talk to (and
control) other (GEMScript aware) applications via GEMScript.

bye, Thomas

--
http://www.aktienman.de
thmuch@aktienman.de

68. April release of Eureka

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37048A59.E5A2CD38@ief.u-psud.fr>
Source record: 81633

Hello Everybody,

I'm pleased to announce an anniversary release of Eureka 2.12.
It's a 2D Graph Describer and a 3D Modeller. Some of you allready
know it, but it's improved every monthes since now 3 years.
In fact I'm writing this program since 1987, but it is diffused
on Internet since April 1996. I would like for this occasion,
to thank every people from France, Belgium, Germany, England,
United States, Canada etc ... who contributed to the improvement
of it. That's now a modern software, because it supports OPEN/GL
and produces VRML. There's no doubt that such technologies will
be spread on our ATARI machines thanks to 3D hardware acceleration,
in the near future. Let me know your thoughts, you are welcome !

Thanks,

Bye for now ...

-- Francois LE COAT
WEB : http://eureka.atari.org
E-mail : mailto:lecoat@atari.org

69. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: oulahoop@hello.com
Message-ID: <yt0N2.2526$Q.131@wagner.videotron.net>
Source record: 81634

test

70. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7e1otk$5u8i$1@spnode25.nerdc.ufl.edu>
Source record: 81635

```
Ghostlink works very well here. Make sure to select the right
speed and port for both machines.

raymond
```

>
>Anyone succeeded using Ghostlink? My setup doesn't want to transfer any
>files (Falcon030<->Pentium2PC).
>
>Are there any other apps for transferring files between Atari and pc via
>serial ports available?
>
>--
>Wojciech Hartman
>skrzypek i aran&#65533;er
>violinist & arranger
>
>http://www.hartman-duo.z.pl
>ICQ: 34969763
>34969763@pager.mirabilis.com

71. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990402082454.15604.00001242@ng-ba1.aol.com>
Source record: 81636

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 2 Power Pads, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

72. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e2ht5$67m$1@plutonium.compulink.co.uk>
Source record: 81637

Hi Tony,

>I can assure you that if AC are good enough to win the award next
>year.. we will not stoop this low..as indeed we never have :(((I am
>amazed and deeply saddened by this public attempt to belittle an award
>yourselves where quick to accept the previous year.
We're talking about two hobbyists magazines, voted for by an Atari diskzine,
not matters of deep sadness or any of your well worn and unfounded
conspiracy theories WRT to Atari Computing. Let's move on.

See you at the Stafford Spring AMS show on April 18th?

Regards

Joe
http://www.cix.co.uk/~inactive/

73. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <3704D102.950F0FF6@friko3.onet.pl>
Source record: 81638

guitarra@afn.org napisaďż˝(a):
>
> Ghostlink works very well here. Make sure to select the right
> speed and port for both machines.
>

I was trying to use a standard serial cable for connection of two pc's
(for gaming and data transfer). Is that ok or do I need a special cable?

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

74. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7e2o72$c5ca$1@spnode25.nerdc.ufl.edu>
Source record: 81639

Ghostlink is a very good tool for file transfer. For that , a special cable is needed a regular cable would not work. I got one at a regular computer store it is a nule cable or "data transfer cable". This cable is very usefull also for using the file transfer program Tranxit for PC.

Raymond

75. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37044D21.3642BBA5@ping.be>
Source record: 81640

```
ethhoack ethandphi exbeess a ï¿½crit:
>
> for anyone who doubted, this article was an april's fool. i haven't wasted 2
> months salary in a crapdoze platform and i am still 100% m$-free.

I doubt there are yet 100% people m$-free because they have bought so many
rights
in about any matter available in the world.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

76. Re: Hades/et6000 Video Generation program

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3704eb565c28a60@ping.be>
Source record: 81641

on Thu 01-04-1999 21:47 JI Logan wrote:

>On 31 Mar 1999 13:32:28 , Odd Skancke wrote:
>
>| Hi, all. I've just purchased a Hades 060 :-)) But, as I can't seem to use
>|the resolutions that is provided with the Machine (bad monitor), I need a
>|program that I can use to create my own resolutions. If anyone know if
>|there exist a program that will let me design resolutions for the ET6000
>|gfx card on the Hades, please let me know! Thanks.
>
>On your utility disc you should have a program called VMG_xxx.PRG
>where xxx stand s for your particular card/bus. When you run it you
>can then try different resolutions tailored to your particular
>monitor.

Nope, there isn't one provided on the system disk. Only one for the ET4000
but not for the ET6000.
The driver for the ET6000 was made by Fredi Ashwanden and not by
Computerinsel.
I ask several times Fredi if he could send me the appropiated VMG but he
never answered to my mails.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

77. FS: Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: Dwarf Friend <glennwilson@my-dejanews.com>
Message-ID: <7e346b$s4u$1@nnrp1.dejanews.com>
Source record: 81642
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,rec.games.video.classic,rec.games.video.marketplace

We am regretfully selling off our Atari ST software. 8^{(

Here is what the first batch my family has to offer, all prices do NOT include the cost of mailing these items, which the buyer will be asked to pay.

Microprose: Silent Service - $10
SSI: Stellar Crusade $15
SSI: Hillsfar $10
SSI: Star Command $10
SSI: Colonial Conquest $10
SSI: Warship $10
SSI: Phantasie $12
SSI: Phantasie II $12
SSI: Phantasie III $12
all three Phantasie games $25 - they really should be a set. 8^)
Ultima III $12
Great Battles (Austerlitz, Waterloo, Gettysburg and Shiloh) $15
Their Finest Hour, the Battle of Britain $15
Fire Brigade (WW2 East Front) $5
Gridiron (1 or 2 player) $12
Marble Madness $5
Financial Cookbook $5
Sierra: Camelot, The Search for the Grail $10
Epyx: Sub Battle Simulator $10

Please contact us at Wilson_family@juno.com (checked daily) or here at glennwilson@my-dejanews.com (most weekdays).

Gracias.

Glenn M. Wilson, jr. - Historical wargamer, D&D Fan; Cartographer; Lover of: wife/kids/friends, Gimli's kin, Gnomes, Good food, Combat Engineers, Artillery and Infantry; Tolerant of: Elves, Mages, Cavalry, non-Presbyterians and pragmatists. Mail - WargamerGMW@Juno.com

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

78. Re: Calamus news

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3704ddc1.8279825@news.freeserve.net>
Source record: 81643

On Wed, 31 Mar 1999 20:46:54 GMT, stclub@cix.compulink.co.uk ("Paul Glover Simple ") wrote:

>As far as I can tell IPS are still trading from:
>>>Unit 3 Wellesley House,
>>>Walmer Castle Road
>>>GB-CT14 7NG Deal/Kent
>>>Fon +44 (13 04) 36 93 64
>>>Fax +44 (13 04) 36 93 64
>>>e-mail: Caluser@cix.co.uk
Thanks. I've emailed and left messages to both the above in the past with no response.

>After seeing these complaints Invers are formally removing their contact
>details from their web pages.
It wouldn't have been so bad if he had kept in touch, but I would often have to contact him half a dozen times before I got any sort of response and now he appears to have gone completely to ground (even after his promise of a refund if I couldn't wait any longer!)

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk
---

79. Re: Letting off steam...

Newsgroup: comp.sys.atari.st
Date: 1999-04-02 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3704debb.8529434@news.freeserve.net>
Source record: 81644

On Thu, 25 Mar 99 23:42:06 GMT, rich@rjelwell.demon.co.uk (Richard Elwell) wrote:

>Many people would say that's your problem right there. From what I
>have read SP4 is very bug ridden. SP3 is much more stable.
Not necessarily more stable, but definately faster in certain circumstances.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk
---

80. Re: Desktop IMG on Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e5ssc$v63$1@irk.zetnet.co.uk>
Source record: 81445

>Thought I saw that a update to Geneva 6 was in the works?
>Is this correct and if so any details you care give us about it
>is much appreciated.

Yeh, I still can't wait :)

>Also any chance there will be a update to NeoDesk?

I love Neodesk & Geneva :)

I'm using them now with STiK :P

AM.

I think therefore I AM.

81. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e5t6q$v63$3@irk.zetnet.co.uk>
Source record: 81446

>I'm booking ringside seats - should be fun!

Cool, I'll be there too, I'll be easy to spot with my bootleg #atari
T-Shirt, for those of you that know em :)

AM.

I think therefore I AM.

82. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e5to0$v63$5@irk.zetnet.co.uk>
Source record: 81447

>The 13 pin socket is for a mono monitor, typically a SM124/SM125 but you can

Not strictly just a mono monitor, my RGB monitor goes in there too,
well I got it on a switcher box with my SM124. Actually my monitor
died last week, and it's in the repair shop now and I don't get it
back until after the hols because the shop is closed until tuesday :(

>connect any S/VGA monitor to this socket using a suitable adapter.
>Mario Becroft has recently released his adapters and I have a bunch of them
>here to sell at the Neuss show - they work fine and are inexpensive.

I wouldn't mind getting one of them, I was wondering though if the
multisync monitor would let you do all 3 ST resolutions?

AM.

I think therefore I AM.

83. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e5tti$v63$6@irk.zetnet.co.uk>
Source record: 81448

>Ah, but we got it on the 31st, so how were we to know? ;-)

I reckon it could have been the news servers April Fools gag, they
just set all the April Fools postings to the 31st March to make the
ones who posted it look bad :)

Ethh is an exception though, he's a bit weird on IRC :)

AM.

I think therefore I AM.

84. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <WOeD8RABanB3EweS@steverosie.demon.co.uk>
Source record: 81449

In article <6HxwGKA8hTB3QwST@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>
>I don't believe you stayed up all night just to post that joke!
>

Oh! I don't know, he just might have. You get more hours between 12:00
and 12:00, rather than 11:00 & 12:00;)))

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

85. Atari Laserdrucker am PC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Matthias Minich <minich@gmx.net>
Message-ID: <7e61it$d86$1@black.news.nacamar.net>
Source record: 81450

Hallo liebe Atari-Freunde

Ich habe meinen lten Mega ST4 jetzt ausgemottet und mich gefragt, ob man den SLsowieso (Laserdrucker) evtl am PC betreiben kann, da er meiner Meinung nach unter SCSI lief (Jedenfalls ist da so ein K�stchen dran, was zwischen Drucker und ST geh�rt und verdammt danach aussieht). Vielleicht hat ja schon jemand Erfahrung mit sowas gemacht.

Vielen Dank, Matthias Minich

86. FS: ATARI FALCON, INTERNET READY

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: jonny.uk@usa.net
Message-ID: <7e620r$n2i$1@news4.svr.pol.co.uk>
Source record: 81451

I need to sell my Atari Falcon which i got a few months ago becuase i need the money to buy a new car.

Hardware includes...
14mb RAM (Which cost me ?100 to upgrade to).
256Mb IDE hard drive.
FPU math co-processor installed.
Microphone IN port adapted to work with Standard Line-IN levels, for HI-FI sound recording.
Monitor adaptor to plug in a TV with a RGB-Scart socket or VGA monitor.
33600Bps Modem, complete set of Internet software, and a account with Freeserve.
2 Mice.
2 Game Pads.
1 Jag Pad.
1 Joystick.
External keyboard (Not connected, I only use the Internal one).
Screen Blaster resolution enhancer.

Software Includes...
STinG Internet connection software, Configured with Freeserve. Just plug into a phone line and your on the Internet.
CAB (Crystal atari browser) 2.7, WWW browser similar to Netscape.
Newsie, News group reader.
Mymail, E-mail Reader.
Atari-IRC, Internet Chat Software.
FTP software.
Xboot, Boot manager.
MaGIC 6 Operating System.
True Paint.
2 CD's of Software.
Papyrus version 4 (english).
Papyrus version 6 (german).
Calamus.
Everest.
Do It Falcon, Hardware manual in HTML.
50 Mb's of Graphics and Sound Demos, And Falcon specific Games.. Including Substation, obssesion, transartica and loads of others.
50 Mb partition of Music and Music software.. MOD Players and loads of Module files. Mpeg2 audio player. Sample editors and recorders.
Videlity video resolution enhancer(Overscan for RGB monitors/TV's)
Orginal atari disks and Manual.
Backward 3 for running ST games.
Kobold high speed file copyer.
Several Doom clones, Doom2 installed.
NVDI 4.11

Harddisk Driver 7
The list of software on the harddisk is just endless!

I bought the computer a few months ago for £300 and I've put in the 14mb memory module for £100. So i'm looking for around £350 for the lot.
I live in Hereford, UK.. You may come and pick up the computer your self or i will post it to you, You pay the postage.

If your interested E-mail me at: Jonny.UK@usa.net
Thanks, Jon.

87. Re: Calamus news

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7e63tg$s2l$1@news8.svr.pol.co.uk>
Source record: 81452

On 26 Mar 1999 20:02:24 , Spencer Davies wrote:

:>>>The UK distributors are listed as:
:>>>In-Print Solutions Ltd.

:>I am still owed around 110 UKP and the worst part is Companies House
:>have told me that Image Applications ceased to exist during December
:>last year!

:>I've been advised that I could pursue it (and have a good case)
:>through the small claims court however winning the case is one item,
:>actually getting compensation paid is another!!! I would most likely
:>end up out of pocket (and even more annoyed in the process!)

Does it cost to post a claim in the small claims court??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

88. Re: MEGA st

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7e63th$s2l$2@news8.svr.pol.co.uk>
Source record: 81453

On 23 Mar 1999 21:23:41 , "DANIEL S�RUP PEDERSEN" wrote:
:>Hi there
:>
:>What kind of CPU sits in the Mega st? 680x0?
:>
:>BTW, if any of u guys know where I may find an excellent working copy of
:>multitos of magic. (for download)
:>Please tell me :-)

I'd like to find a nice BMW cabriolet, also for download. But i guess i'l
have to steal one like you would.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

89. LOOKING FOR "CREATOR" SOFTWARE WITH ROM CART

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: VoodooMan <cmaffia@nyct.net>
Message-ID: <F9Mz1x.G0p@news2.new-york.net>
Source record: 81454

Looking for the sequencing software CREATOR for the Atari ST with the ROM cartridge.
If anyone has one for sale PLEASE PLEASE PLEASE email cmaffia@nyct.net

Thanks

90. Free Atari Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Greg Cagle <g.e.cagle@excite.com>
Message-ID: <7e6g1uees1@s325h.unicom.net>
Source record: 81455

I've got a pile of Atari ST hardware and software that
I no longer use, and I'm giving it away to anyone who
would like it. The only catch is that you have to pay
the shipping costs. Just drop me an email and tell me
what items you are interested in. If I don't get any
nibbles in the next week or two, it's all headed for the
dumpster, so speak now or forever hold your peace.

If by some miracle more than one person wants a
given item, the winner will be chosen at random
(bribes will also be accepted). All devices include
power and data cables as necessary. Needless to
say, I make no representations or warranties
whatever about any of this stuff. I hope it works for
you, but if not, I don't want to hear about it.

Send email to g.e.cagle@excite.com

Hardware:
-- 1040 STe w/TOS 1.06, 1MB RAM, blitter
-- 1040 STf w/TOS 1.04, 1 MB RAM and
"PC-Speed" add-on
-- 1040 STf w/TOS 1.02, 1 MB RAM
-- Mega ST4 w/TOS 1.04, 4 MB RAM & keyboard
-- Atari MegaFile hard drive (60 MB)
-- Atari MegaFile hard drive (40 MB)
-- SC1224 color monitor
-- SC1224 color monitor
-- SM124 B&W monitor
(functional, but has 1-inch black border
around screen)
-- SM124 B&W monitor
(functional, but has 2-inch black border
around screen)
-- Monitor Master (for switching between
SM124 & SC1224)
-- monitor stand
-- monitor stand
-- monitor stand
-- ICD hard drive kit w/ instructions
(enclosure, controller, no drive)
-- ICD 155 MB tape drive w/software,
19 tapes & cleaning kit
-- Happy Computers Discovery Cartridge
-- some dust covers

-- (5) joysticks
-- Golden Image Mouse (in good shape)
-- Atari Mouse
-- Atari Mouse
-- Atari Mouse

Books:
-- Atari Logo Sourcebook
-- Atari ST BASIC Quick Reference Guide
-- The Atari ST Book
-- Atari ST GEM Programmer's Reference
-- Atari ST Internals
-- Atari ST Logo User's Guide
-- Atari ST Machine Language
-- Atari ST Machine Language Programming Guide
-- The Guide to Calamus Desktop Publishing
-- Learning C: Programming Graphics on the Atari ST
-- Programming the 68000
-- ST Applications Guide: Programming in C
-- The World of GEM

Serious software (all with disks and manuals):
-- AssemPro
-- Calamus w/Font Editor (desktop publishing)
-- dbMAN IV (database)
-- Degas (art program)
-- Easy Draw w/Supercharger
-- FontVerter
-- Gribnif NeoDesk
-- Interlink ST
-- Knife ST (disk editor)
-- IB ST HD Backup
-- LDW Power (spreadsheet)
-- Mark Williams C
-- MichTron BBS 3.0
-- MichTron Hard Drive Turbo Kit
(defragmenter, etc.)
-- The Music Studio (missing manual)
-- ProCopy
-- Tom Hudson's CAD 3D
-- Universal Item Selector III
-- VIP Professional (spreadsheet)
-- Word Perfect
-- 1st Word

Games (all with disks and manuals)
-- Auto Duel
-- Bard's Tale
-- Bloodwych
-- Chaos Strikes Back
-- Deep Space

-- Defender of the Crown
-- Demon's Winter
-- Dungeon Master
-- Falcon
-- Gauntlet II
-- Hacker II The Doomsday Papers
-- Heroes of the Lance
-- MidiMaze
-- Phantasie
-- Roadwar Europa
-- S.D.I.
-- Star Fleet I
-- Star Trek: The Rebel Universe
-- subLOGIC Flight Simulator II
-- Ultima IV
-- Universal Military Simulator
-- Wizard's Crown

91. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3706c023@news.inil.com>
Source record: 81456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Heres my info:

> Rory McMahon
> St. Charles, IL 60174
> mcmahon@inil.com
> Computers: Atari 800 (256k), 1200xl (x2), 800xl, 130xe (x2), 130xe (512k), STacy4, 1040STe4, MegaSTe4, Falcon030-14 (x3), TT030 (x4), Portfolio, Lynx.

92. We need a Telnet client with Zmodem...

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <RDTaoU1.greg_evans@delphi.com>
Source record: 81457

Am I the only who uses Telnet regularly and would like to be able to upload and download while connected? I do it all the time with CommNet on my PC, but I have yet to find an Atari equivalent. I belive Peter has refused to update Telstar with this capability. I hate having disconnect from my Falcon, reconnect with my PC just to download a file while using Telnet.

Greg

93. Re: Free Atari Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <37070179.F3DACF3@worldnet.att.net>
Source record: 81458

Greg,

I'd be happy to pay shipping for any of the following items
in order of preference. If any are still available
let me know.

Mega ST4 w/TOS 1.04, 4 MB RAM & keyboard
1040 STe w/TOS 1.06, 1MB RAM, blitter
- ICD hard drive kit w/ instructions
(enclosure, controller, no drive)
-- ICD 155 MB tape drive w/software,
19 tapes & cleaning kit
-- Atari MegaFile hard drive (60 MB)
-- Atari MegaFile hard drive (40 MB)

Thanks

Boyd Staley

94. Re: Free Atari Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Boyd Staley <BoydStaley@worldnet.att.net>
Message-ID: <3707023D.D0EB7325@worldnet.att.net>
Source record: 81459

Sorry hit wrong button

95. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_3705e6b2_derryck@news.freeserve.net>
Source record: 81460

in message <370395D3.17E58F12@friko3.onet.pl>
Wojciech Hartman wrote about 'Ghostlink.'

> Anyone succeeded using Ghostlink? My setup doesn't want to transfer any
> files (Falcon030<->Pentium2PC).

I used it successfully, I don't know what the model of PC was tho'.

> Are there any other apps for transferring files between Atari and pc via
> serial ports available?

You might be better using PARCP, this transfers over the parallel port
using a slightly modified lead - I bought one at a computer fair, I just
had to swap two wires over in one of the plugs (check that the plugs aren't
moulded!). The software is available at http://www.cyverstrider.org

HTH.

Rgds, Derryck

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

96. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_3705ea34_derryck@news.freeserve.net>
Source record: 81461

in message <7e37h3$rq6$1@irk.zetnet.co.uk>
AtariMad wrote about 'Re: Joe Connor/Atari Computing/InterAct'

>>I'd be happy to send anyone reading this newsgroup a free evaluation copy of
>>Atari Computing - just let me have your postal address by email (remove the

> Can I have a year's evaluation after my subs run out? <G>
Worth trying I suppose...

> P.S Newsie is starting to annoy me :P
Why?

I'm trying out FireNews ATM BTW - I've emailed the author for a key but no
reply yet.

Rgds, Derryck

97. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e8r9aege1@plutonium.compulink.co.uk>
Source record: 81462

Hi Simon,

>>> See you in Stafford?
>>I'm booking ringside seats - should be fun!
Stafford will definitely be fun but not for Tony because...

>Yes I got the impression he meant something by it as well.. Funny how
>people become so ard in usenet innit..
I meant exactly what I said, I'll argue with you face to face in public,
nothing more, nothing less. It comes as no surprise to me you won't come to
Stafford. I was aware you didn't come to the previous Stafford show but
quite why that precludes you attending this,or any other show, escapes me.

So to summarise your postings to my perfectly innocent root to this thread:

1) You're supportive of Atari Computing BUT:
2) You don't subscribe.
3) You don't attend shows we're associated with.
4) You stick the knife into AC at every opportunity.
5) Your postings WRT AC deliberately misinterpret and misrepresent our
views.
6) Given the opportunity to set the record straight face to face, in public,
you're not up for it.

Hey, I'll even pay for your Stafford entry ticket if it'll make a
difference.

>one... hehe...well ard!
And now we descend to name calling.

Regards

Joe
http://www.cix.co.uk/~inactive/

98. Re: Milans

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <_ddN2.725$%e3.292@198.235.216.4>
Source record: 81503

Just thought I would add my own comments to the Milan/clones/midi solution.

I purchased my 520ST with these strange ports called midi. I had no use for them and if I had a choice like mac, amiga and pc users I would probably have never ordered them. However Atari putting Midi ports was an excellent move. It is the main reason so much midi software was written for the ST. It is the reason there are MIDI GAMES;-). I am not a musician, but I have had the occasional musician drop by, see the Atari, and KNOW what the computer is for. Music obviously. And then they wonder why I know nothing about midi:-). This bold move of midi ports established the ST in the music field.

When one follows up with a clone, it clearly should encompass as much of the original computer as possible. While some technology becomes obsolete and needs to be discarded, midi ports do not fall into this category. They should be part and parcel to the computer. It sends a message to anyone thinking of developing midi software to the clone/atari series that there is a distinct procession from ST to clone.

Musicians thinking of leaving their STs behind because of it being a dead platform may considering upgrading to the clone when knowing that midi is clearly supported and not some mystic artform that can be ordered with the new computer. It was this thinking that held the other computer platforms back.

You could always order midi ports for other platforms, however few users did. Those users who had other computers said they saved on the cost of their computer by not having midi ports.

I disagree. Atari sold more computers because of midi ports and with each computer having midi ports this lowered the overall cost. Midi ports are the reason there is such a significant Atari user base. To ignore midi ports on a platform that established itself with the inclusion on midi ports on ALL of its computers is 100% foolish.

Now this user who in 1985 had no use for midi, will play an amazing game of 6 person midi maze with his only 6 friends:-). He will continue to use the midi ports for networking on his lowly STs. And he will use his last two STs for simple games of STunt Track Racer head to head via the midi ports.

No the Milan isn't an Atari.
It is a clone. And if I were cloned, I would like my clone to be complete and like the original, no matter how bad you might view the original:-).

It is a good thing the milan was not cloned in Scotland, as it would take on the appearance of a sheep with or without midi ports.

later brian.

On 30 Mar 1999 17:07:50 , Hallvard Tangeraas wrote:
>Louis <louis@holleman.demon.nl> wrote:
>
>> Besides, the way Atari ever incorporated Midi wasn't
>> much either: it works basicly, that's it.
>

>.

99. Re: Anyone know how to work an Atari520

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <8edN2.726$%e3.292@198.235.216.4>
Source record: 81504

The only other thing I can think of is that your chips need reseating. You
may try one of two methods.

1) 4inch drop. Drop the St onto a solid surface from 4 inches.

2) Open the case and press down on all of the chips.

I have 5 STs and have to go through this procedure on a regular basis.

later Brian.

On 30 Mar 1999 15:59:55 , Mike wrote:
>Hi,
>
>Thanks for the info. I will be more patient and let it wait. *cross fingers*
>I saw a white screen, waited for a few secs. Restarted and still the same
>thing. I never knew of the 1-2 min wait time.
>
>Can't wait to get home and try it out again.
>Thanks,
>
>-Mike
>
>Dennis Brown wrote:
>
>> In article <3700FE1F.962EB67@aracnet.net>, Mike <changm@aracnet.net> wrote:
>> >Hi all,
>> >
>> >Kind of off topic. I picked up an Atari520STfm recently and plugged the

>.

100. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37073740.49637805@news.demon.co.uk>
Source record: 81505

On 31 Mar 1999 22:44:52 GMT, ethh@enemy.org (ethhoack ethandphi
exbeess) wrote:

>MY NEWS SERVER CLOCK IS 2 HOURS LATE

Don't be daft. That's Windoze adjusting daylight savings twice over.
M$ can't even get that right!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

101. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37093856.49915424@news.demon.co.uk>
Source record: 81506

On 1 Apr 1999 01:38:07 GMT, atarimad@zetnet.co.uk (AtariMad) wrote:

>I have found a major bug in all Atari newsreading programs. If you
>read this message before 12noon your system will be infected with a
>deadly virus that will cause your screen to go blue for no reason
>whatsoever, even on mono monitors.
>It will cause all your RAM and hard drive space to be completely
>wasted.
>
>Be warned.

Hooray!!!

[not about the virus, rather the fact this got posted on the 1st] ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

102. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <370837af.49748284@news.demon.co.uk>
Source record: 81507

On 1 Apr 1999 21:28:21 GMT, ethh@enemy.org (ethhoack ethandphi
exbeess) wrote:

>for anyone who doubted, this article was an april's fool. i haven't wasted 2
>months salary in a crapdoze platform and i am still 100% m$-free.

Ah, but we got it on the 31st, so how were we to know? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

103. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <370a388c.49969332@news.demon.co.uk>
Source record: 81508

On Thu, 1 Apr 1999 10:43:06 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>In article <7duilvlgu2@irk.zetnet.co.uk>, AtariMad
><atarimad@zetnet.co.uk> writes
>>I have found a major bug in all Atari newsreading programs. If you
>>read this message before 12noon your system will be infected with a
>>deadly virus that will cause your screen to go blue for no reason
>>whatsoever, even on mono monitors.
>>It will cause all your RAM and hard drive space to be completely
>>wasted.
>>
>>Be warned.
>>
>>AM.
>>
>>I think therefore I AM.
>>
>>April Fool :)
>
>But my screens are always blue for no apparent reason;)))

I'll have a copy of those piccies then. ;-))

>And as I'm using a pc, all my RAM and hard drive space is as always
>completely wasted:))))

I find the best thing to do is get myself wasted, then it doesn't
matter!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

104. Re: What's happening to this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <370b3971.50198641@news.demon.co.uk>
Source record: 81509

On Thu, 25 Mar 1999 19:10:34 GMT, webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

>** CyberSTrider Web Services http://web.cyberstrider.net **
>
> Hey! publish@cix.co.uk (Mike Kerslake)
>
>>Well Magic Roundabout has to be the ultimate kids show, but with a
>>very adult meaning in it! The New Magic Roundabout narrated by Nigel
>>Planer of the Young Ones fame is even more adult - see my daughter
>
>What about the classic Magic Roundabout song by Jasper Carrot.. Now
>that was funny :)

Bugger. Now I want to hear it again. Now where can I download that...

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

105. Re: What's happening to this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <370c39cd.50290423@news.demon.co.uk>
Source record: 81510

On 25 Mar 1999 22:05:24 GMT, starlord@<*>qnet.com (Slc.Dennis Bishop)
wrote:

>On 25 Mar 1999 06:17:36 , "Joe Connor" wrote:
>>DQpNYXJ0aW4tRXJpYyBSYWNpbmUgd3JvdGUgaW4gbWVzc2FnZSAuLi4NCj4+IFBTOiBJZiBhbGwg
>>Z29lcyBhY2NvcmRpbmcgdG8gcGxhbiBzb21lIG9mIHVzIHdpbGwgYWN0dWFsbHkgbWVldCBlYWNo
>>DQo+PiBvdGhlciBpbiBSRUFMIExJRkUgYXQgdGhlIEF0YXJpIE1lc3NlIG5leHQgbW9udGggaW4g
>
> What in the hell is this garbage?

'Tis the, er, Garbage from, er, Hell? ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

106. Re: Desktop IMG on Neodesk 3

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7e400c$95710@news.ajou.ac.kr>
Source record: 81511

On 2 Apr 1999 16:25:48 -, Dan Wilga wrote:
>In article <7ckabi$dh66@news.ajou.ac.kr>, phantomm@eastky.net (Phantom) wrote:
>
>> If you want to try a .IMG picture then try renaming like above.
>> And place it into the NEODESK 3 folder.
>> I'm not sure if the .IMG format is supported in NeoDesk 3.
>
>Nope, NeoDesk 3 does not handle the IMG format. That was added for 4.0.
>
>Dan Wilga Tel/Fax: (413) 532-2434
>Gribnif Software Web: www.pair.com/gribnif
>PO Box 779 email: gribnif@pair.com
>Northampton, MA 01061-0779

Hi Dan,

Thought I saw that a update to Geneva 6 was in the works?
Is this correct and if so any details you care give us about it
is much appreciated.

Also any chance there will be a update to NeoDesk?

Thanks,
phantomm@kih.net

107. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <NmhN2.1029$9Y5.5095454@news.itd.umich.edu>
Source record: 81512
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 139380 Mar 30 00:47 ./0ls-lR.Z
-rw-r--r-- molin 140269 Mar 30 00:49 ./0ls-lRc.Z
-rw-r--r-- molin 131940 Mar 30 00:45 ./0compind.Z
-rw-r--r-- molin 260552 Mar 30 00:45 ./0index
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

108. www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <3705bbd7.1189785@nntpserver.swip.net>
Source record: 81513

Hi!

I just tried to access milans site at www.milan-computer.de and
got the message:

"Diese Domain ist zur Zeit nicht verf�gbar"

Anyone know anything, or more correct anyone know how to read that
german bastard?

109. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <asjN2.9064$5p5.6851@news1.telusplanet.net>
Source record: 81514

```
----------
In article <3705bbd7.1189785@nntpserver.swip.net>,
jesper.brannmark@swipnet.se (Jeppe Brï¿½nnmark) wrote:

> Hi!
>
> I just tried to access milans site at www.milan-computer.de and
> got the message:
>
> "Diese Domain ist zur Zeit nicht verfï¿½gbar"
>
> Anyone know anything, or more correct anyone know how to read that
> german bastard?

Hmm, I thought it was just an April Fools joke ?
Am I wrong?
```

110. ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3705D4FF.64AD@geocities.com>
Source record: 81515
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We've seen the occational message "Are there any other users..."

This tells me that we still long for user groups, and since I am having such a blast (and since Atari is such a cool platform) I would like to fill in the blanks here in the Americas!

In the United States, I find it ironic that all the fandom tends towards the edges of the country. You have two user groups (AUNT, HACE) in Texas, the Pacesetter in Florida, Old Hackers in New York (?) and then the next nearest thing are the clubs in Canada.

What? I didn't list your group? Well, let's fix that!

I want to blanket the United States with Atari fandom. I know the users are out there. Thousands of Atari users, many not connected to the internet.. but they're out there.

So, the thing to do is start a list. From this list we can find people who live near us, and start clubs and user groups.

In 1999? Can you think of a better time?

And from this list we can make a map and show all the locations of user groups across the United States.

TO HELP WITH THIS.. ALL WE NEED IS:

YOUR NAME
LOCATION (City, State)
E-MAIL ADDRESS
COMPUTER TYPE (optional)

As soon as I get 20 names, I will post the URL for the MEGA USER LISTING, so send your info today help get this started. Who knows, someone else might be waiting to start a group up near you!

Doctor Clu
@>-->-----------

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

111. [PUB]: new at the Belgian ftp-site: 193.190.205.13

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3705f114127f800@ping.be>
Source record: 81516

```
New at the Belgian ftp-site 193.190.205.13
------------------------------------------

****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE
SO HE CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

****

**mint**
ftp://193.190.205.13/atari/incoming/mint/misc/mintsett36.zip

**emulators**
ftp://193.190.205.13/atari/incoming/Emulators/tosbox_108.zip

**multitasking**
ftp://193.190.205.13/atari/incoming/multitasking/mstrp142.lzh (Multistrip, German version)

**incoming**
ftp://193.190.205.13/atari/incoming/eurk0499 (Eureka v. april/99)
ftp://193.190.205.13/atari/incoming/mesa0900.zip
ftp://193.190.205.13/atari/incoming/mesa0930.zip
ftp://193.190.205.13/atari/incoming/mesa0940.zip

**graphics**
ftp://193.190.205.13/atari/incoming/graphics/fun3d.zip (Latest version of Funpaint)

**text-editors**
ftp://193.190.205.13/atari/incoming/text-editors/luna11c.lzh (German text editor)

**utilities**
ftp://193.190.205.13/atari/incoming/utilities/spica12c.lzh (LED panel)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
******************
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
```

112. SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e4o5dgde1@plutonium.compulink.co.uk>
Source record: 81517

Sharward Promotions is proud to celebrate its 10th anniversary organising
this popular Computer and Electronics Show in association with Computer
Shopper and Atari Computing magazines.

This twice annual Computer Fair attracts thousands of visitors and dozens
of traders covering all aspects of computing. You'll find stands dedicated
to Computers, Accessories, Multimedia, Satellite, TV, Amateur Radio,
Electronics, Bring and Buy with Atari and Sinclair villages.

Date: Sunday April 18th

Opening Times: 10am to 4pm
Venue: Bingley Hall, Staffordshire Showground, Stafford
Entrance Prices:
Adult: ï¿½3
Children under 14: 50p
Concessions (OAPs, RSGB members, Student Card, UB40): ï¿½2
Advance ticket sales: ï¿½2 plus SAE

Directions:
Stafford County Showground, Weston Road, Stafford
Off A518, Stafford - Uttoxeter Road, signposted from Junction 14 on M6
Bus Shuttle from Stafford Rail Station (this costs ï¿½1 each way)

User Groups welcome with discount stand prices available

For more information, or to book a stand:
Tel: 01473 212113
Fax: 01473 212114
http://www.sharward.co.uk/sproms.html
Email: services@sharward.co.uk
Sharward Promotions (SAMS '99)
Westerfield Business Centre, Main Road, Westerfield, Ipswich, IP6 9AB

Apart from the dozens of general computer and electronic stands there will
be plenty of dedicated Atari vendors. Here's a partial and provisional line
up so far:

* SysSols
* Titan (TBC)
* Electronic Cow
* ASP
* 16/32
* Portfolio Club
* CyberSTrider
* Falke Verlag (ST Computer)
* Console Centre

* Web.Wizard Matthew Bacon
* HBASIC boy wonder Paul Jones
* Maggie Team
* Atari Computing
* User groups

--
Regards

Joe
http://www.cix.co.uk/~inactive/

113. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <923135278.23689.0.muttley.d4ee0f47@news.demon.nl>
Source record: 81518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I like the Idea but I think you should make a list of all active users in
the world.

The people just have to subscribe to get on or off the list.

So here is my info:
YOUR NAME Sysop*TXG
LOCATION (City, State) ST. Crispynstr. 4 ,5144RD ,Waalwijk
,The Netherlands
E-MAIL ADDRESS SysopTXG@underground.demon.nl
COMPUTER TYPE (optional) 400/600XL/800XL/800XE/65XE/130XE
PROGRAMMING MAC/65 + ACTION! & Turbo-basic
FAVORITE PROGRAMS PAC-MAN / POLE POSITION
OTHER Running BBS Pro! 5.0b
24hr/7days 300-19200
+31-416-561927
** No download on-line yet...
LOOKING FOR Other BBS systems to network
with.

I had the same Idea several year ago but I had a bad internet connection at
that time, but I think when all
those REAL atari 8-bit users/supporter read this that they should join if
they want to be a community that wants to live on for years.....

Gtx,
Sysop*TXG

114. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <3705f2e0.268143@nntpserver.swip.net>
Source record: 81519

If so it should be over now!

/Jeppe
>
>Hmm, I thought it was just an April Fools joke ?
>Am I wrong?
>

115. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990403055642.10120.00000748@ngol05.aol.com>
Source record: 81520

Hi

I just purchased a 100 Meg SCSI 1 hard drive from someone on e-bay to install in my STacy. I will let you know how it goes.

Stephen Davis
steamer954@aol.com

116. Re: Hades/et6000 Video Generation program

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3705C0B1.E6FE44B1@ping.be>
Source record: 81521

```
Martin Nightowl Byttebier a ï¿½crit:
> I ask several times Fredi if he could send me the appropiated VMG but he
> never answered to my mails.

That's really good service for a such highpriced computer :(

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

117. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e4sv0bir1@plutonium.compulink.co.uk>
Source record: 81522

Hi Tony,

>>We're talking about two hobbyists magazines, voted for by an Atari diskzine,
>I happen to agree with your view.. however I didnt feel the need to
>insult you when you won it..
Erm, is is just me or isn't the word "Congratulations!" a compliment where you come from? Quite how you can construe anything I posted as an insult escapes me.

>>Now I am accused of having "conspiracy theories" ? I am at a loss as
>to why you keep attacking me like this, what "conspiracy theories" are
>you refering to ?
Don't bother play the innocent with me, I'm well aware what you think of Atari
Computing.

>Can you please tell me what I did to deserve this treatement..
Only if you tell me why I bother replying to you?

>attacking ST+ and Atari Times..
I didn't.

>rediculing both the fanzines and the
>diskzines awards...
I didn't.

>Personally I think you owe all the hard working people and
>contributors of ST+ an apology
None needed. In Atari Computing we include press releases, news and reviews of any disk magazine that sends them to us. Since you are not an Atari Computing subscriber you miss our coverage of these.

>productions.. don't you think its a bit off to just insult them all
>because your maybe having a bad day or somehting?..
I haven't insulted anyone and, not that it's any of your business, I'm having a fine day.

>Hey I know AC put equally as much hard work in..
Equal? Running a small commercial publishing company, like Renegade Publishing Ltd along with all the statutory related office and management tasks is a full time job for two people.

>Or will your response be...
There you go again, putting words in my mouth, you could at least have the courtesy to wait for me to post something before mis-quoting it.

See you in Stafford?

Regards

Joe
http://www.cix.co.uk/~inactive/

118. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e4sv0bir2@plutonium.compulink.co.uk>
Source record: 81523

Hi AM,

>Can I have a year's evaluation after my subs run out? <G>
:-)
Of course you can, I usually send out whatever back issue is cluttering up
my hall, trouble is you're already got those issues ;-)

Regards

Joe
http://www.cix.co.uk/~inactive/

119. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: rjones6687@aol.com
Message-ID: <19990403065154.25783.00001666@ng108.aol.com>
Source record: 81524

```
YOUR NAME Richard Jones
LOCATION Cleveland, Ohio
E-MAIL ADDRESS RJones6687@Aol.com
COMPUTER TYPE TT,520 STE and more
```

120. Re: WANTED: Citizen 120D parts

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: rjones6687@aol.com
Message-ID: <19990403071629.25783.00001669@ng108.aol.com>
Source record: 81525

Did you get your parts for the 120D ? Have a good working unit witch I may sell.

Richard

121. Atari Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7e51j4$7r5$5@uranium.btinternet.com>
Source record: 81526
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel/Fax +44+(0)1952 462135
http://www.tradeinpost.com

122. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7e530c$rc6$1@news6.svr.pol.co.uk>
Source record: 81527

```
* Falke Verlag (ST Computer)

I wonder will he be bringing the English version of HP Penguin Pro .I
bought it at the last show and it's all in German, useless to me
```

123. For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: rjones6687@aol.com
Message-ID: <19990403082349.25783.00001674@ng108.aol.com>
Source record: 81528

Have an 65XE and two 1050 drives.BO

124. Atari Online News, Etc. #01-05

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <53QYYmr.dpj@delphi.com>
Source record: 81529

```
A-ONE #0105 04/02/99

~ 'Melissa' Virus Alert! ~ TOSBOX 1.08 Available! ~ MS Case Continued
~ Atariceпtral Re-Opens! ~ People Are Talking! ~ Instant Messenger
~ The Catch to Free PCs ~ LodeRunner 3D ~ Apple's New FireWire
~ Yahoo One of "Big 3"? ~ CC: Classic Chips ~ Triple Play 2000

-* Hasbro Minus Jaguar = A-ONE! *-
-* Computer Dungeon to Garage Sale?! *-
-* Judge to MS/States: Settle Up, or Else! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |-
/ \_____________/ \ E-mail subscription: dpj@delphi.com
\ \ | | | | / / A-ONE's WEB Site
ww ooooo----ooooo ww http://people.delphi.com/dpj/a-one.htm
```

125. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199904030000.a36024@lu.maus.de>
Source record: 81530

Hello Jeppe,

jb> "Diese Domain ist zur Zeit nicht verfügbar"
This domain in not accessible at the moment.

Means: Try it again later.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

126. Re: Hades/et6000 Video Generation program

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37063eb84f23e20@ping.be>
Source record: 81531

on Sat 03-04-1999 09:18 Jo Vandeweghe wrote:

>Martin Nightowl Byttebier a ï¿½crit:
>> I ask several times Fredi if he could send me the appropiated VMG but he
>> never answered to my mails.
>
>That's really good service for a such highpriced computer :(

It's more a language prob. Fredi doesn't write English and I can't
write in German. My mails to him were always in English. He maybe thought I
can't read German at all so he didn't bother to answer.

The last time I wrote to him (a couple of weeks ago) about the fortcoming
release of the driver for the ATI PRO RAGE graphic card he did answer
though. He wrote in German but that's is not such a prob as he knows by
now.
Whatever you may think the machine is still supported and I'm very proud
I've such a wonderfull machine. At least I'm still using an Atari(clone).

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

127. FS: ST + FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Tjako van Schie <tjakovanschie@castel.nl>
Message-ID: <7e5duj$an6$1@news.castel.nl>
Source record: 81532

For sale !
* Atari 1040 STF
+Megafile 30
+mouse
+cables
+BW ATARI monitor
+COLOR Atari monitor

Falcon 4mb tos 4.01
+intern IDE 65MB HD
+2400bps modem
+mouse
+cables
all in perfect condition and working.

+ lots lots of disks with software, utilities, acc's, programs etc.
+ lots of books, magazines

Price can be negociated! (All in one buy proposed price: $ 750 or Dfl.
1500,-)
P&P for your own account!
Tjako van Schie
tjakovanschie@castel.nl
http://users.castel.nl/~schic02

128. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <37063db2.290286@news.pipeline.com>
Source record: 81533
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

You forgot the AAAUA group in San Antonio, TX. One of the oldest
around.

John

Doctor Clu <clu-da-bard@geocities.com> wrote:

>We've seen the occational message "Are there any other users..."
>
> This tells me that we still long for user groups, and since I am having
>such a blast (and since Atari is such a cool platform) I would like to
>fill in the blanks here in the Americas!
>
> In the United States, I find it ironic that all the fandom tends
>towards the edges of the country. You have two user groups (AUNT, HACE)
>in Texas, the Pacesetter in Florida, Old Hackers in New York (?) and
>then the next nearest thing are the clubs in Canada.
>
> What? I didn't list your group? Well, let's fix that!
>
> I want to blanket the United States with Atari fandom. I know the
>users are out there. Thousands of Atari users, many not connected to
>the internet.. but they're out there.
>
> So, the thing to do is start a list. From this list we can find people
>who live near us, and start clubs and user groups.
>
> In 1999? Can you think of a better time?
>
> And from this list we can make a map and show all the locations of user
>groups across the United States.
>
>
> TO HELP WITH THIS.. ALL WE NEED IS:
>
> YOUR NAME
> LOCATION (City, State)
> E-MAIL ADDRESS
> COMPUTER TYPE (optional)
>
>
> As soon as I get 20 names, I will post the URL for the MEGA USER
>LISTING, so send your info today help get this started. Who knows,
>someone else might be waiting to start a group up near you!

>
>
> Doctor Clu
> @>-->-----------
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

129. Re: GEMscript

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e5g91$ji2$1@plutonium.compulink.co.uk>
Source record: 81534

Hi Thomas,

Thomas Much wrote in message
<1dpku2u.nxrzawe5d590N@isdn216-72.rz.uni-karlsruhe.de>...
>Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:

>Don't mix up "GEMScript" and the "ASH Scripter". GEMScript ist a
>protocol description that's available for free (will be online again
>soon on http://www.snailshell.de/GEMScript/, see http://www.mani.de
>meanwhile).
>>ASH Scripter ist a scripting language that can be used to talk to (and
>control) other (GEMScript aware) applications via GEMScript.
I apologise for the confusion.

Peter West/TransAction has translated Scripter, programmed by Holger Weets,
and following agreement with Holger, ASH and SysSols there should be an
English Scripter release.
It's also worth mentioning Mark Wherry's freeware Simple Script 2 which
offers GEMScript support.

Regards

Joe
http://www.cix.co.uk/~inactive/

130. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e5g92$ji2$2@plutonium.compulink.co.uk>
Source record: 81535

Hi Tony,

>>>>We're talking about two hobbyists magazines, voted for by an Atari
>You say the above? and then in this post you say it is a full time
>business.. AC also post that they do it for free and also post it is a
>profit making business... isn't it about time you made your mind up.
Once again you're confused.
Renegade Publishing Limited (RPL), trading as Atari Computing, is a properly run commercial business. However, in common with many small businesses, we run the business as a hobby, not to make profits. Our balance sheet will be a matter of public record when our accounts are submitted to Companies House.

>>Erm, is is just me or isn't the word "Congratulations!" a compliment where
>>you come from?
>Well furthur down you point out that I don't subscribe so miss what
>you publish.. so how can I have seen the congratulations?
Erm, because I also repeated it earlier in this very thread.

>All I can see is what you write in here and I found the following (
>amongst other remarks) to be insulting..
The only thing insulted in this thread is my intelligence and that of anyone else taken in by your tedious ramblings.

>sidestepping and back peddling with every post.
Talking of sidestepping, will we see you in Stafford, meeting some of your beloved Atari community?

>Ho dear.. You have no idea what I think.. I have always publicly
>supported AC..
Gee thanks. If threads like this are your idea of public support I'd rather you supported us the same way other people do - by taking out a sub and coming along to the shows, but you won't do that will you?

>Just because I have the gumption to question the
>content does not mean I have any dislike for AC..
Why not bring along that gumption to SAMS '99 where I'll be happy to discuss anything you like face to face and in public?

See you in Stafford, Sunday April 18th?

Regards

Joe
http://www.cix.co.uk/~inactive/

131. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7e5idrasv1@roch.zetnet.co.uk>
Source record: 81536

```
On 3 Apr 1999 12:08:30 +, "Joe Connor" wrote:
> See you in Stafford?

I'm booking ringside seats - should be fun!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !
```

132. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7e5j3l$dv4$1@news.ncal.verio.com>
Source record: 81537

On 3 Apr 1999 03:44:47 -, Doctor Clu wrote:
>We've seen the occational message "Are there any other users..."
>
> This tells me that we still long for user groups, and since I am having
>such a blast (and since Atari is such a cool platform) I would like to
>fill in the blanks here in the Americas!
>
> In the United States, I find it ironic that all the fandom tends
>towards the edges of the country. You have two user groups (AUNT, HACE)
>in Texas, the Pacesetter in Florida, Old Hackers in New York (?) and
>then the next nearest thing are the clubs in Canada.
>
> What? I didn't list your group? Well, let's fix that!
>
> I want to blanket the United States with Atari fandom. I know the
>users are out there. Thousands of Atari users, many not connected to
>the internet.. but they're out there.
>
> So, the thing to do is start a list. From this list we can find people
>who live near us, and start clubs and user groups.
>
> In 1999? Can you think of a better time?
>
> And from this list we can make a map and show all the locations of user
>groups across the United States.
>
>
> TO HELP WITH THIS.. ALL WE NEED IS:
>
> YOUR NAME
> LOCATION (City, State)
> E-MAIL ADDRESS
> COMPUTER TYPE (optional)
>
>
> As soon as I get 20 names, I will post the URL for the MEGA USER
>LISTING, so send your info today help get this started. Who knows,
>someone else might be waiting to start a group up near you!
>
>
> Doctor Clu
> @>-->-----------
>
> ||| ATARI USERS OF NORTH TEXAS

>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

HAIL THE DOCTOR!

Here is my Info

YOUR NAME Tim Conrardy
> LOCATION (City, State) Santa Clara CA, USA
> E-MAIL ADDRESS tconrardy AT hotmail.com (my AT
symbol went out)
> COMPUTER TYPE(optional) TT030/Mega STe

Tim
>
>.

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

133. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990403190825.19219A@ataricomputing.compulink.co.uk>
Source record: 81538

In article <3714f817.10835532@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> >>>We're talking about two hobbyists magazines, voted for by an Atari
>
> You say the above? and then in this post you say it is a full time
> business.. AC also post that they do it for free and also post it is a
> profit making business... isn't it about time you made your mind up.

In the interests of avoiding further unnecessary verbal exchanges I will assume that you have accidentally misunderstood what Joe said here. I will keep my sentences short and simple so there is no possibility of you or anyone else misunderstanding them.

ST+ and Atari Computing are both hobbyist magazines, ie: magazines for people whose hobby is Atari computers.

ST+ is run as a hobby.

The "staff" of Atari Computing are unpaid, therefore we run Atari Computing as a hobby. There is no conflict between this and the fact that the publishing company is a commercial business which was established on the advice of accountants.

Atari Computing is a profit making business (However small those profits are). If it wasn't we couldn't produce the magazines that people have ordered and paid for. It is NOT a profit motivated business

Profits are used by the magazine to further the cause of Atari users by funding various projects.

> Hey I don't mind inconsistances.. but two opposites in one week?... so

I believe that you have simply misunderstood what was previously said.

> which is the truth and which is the lie.. I mean it surely can't be a

Therefore an apology from you is appropriate for this accusation I think?

> Well furthur down you point out that I don't subscribe so miss what
> you publish.. so how can I have seen the congratulations? I mean come
> on Joe it doesn't take a rocket scientist does it?

1) Bought a single copy of the mag at a show

2) Read a friends copy

3) Subscribed under a different name (You last subscribed up to and including issue 3 as Tony Greenwood)

4) Bought a single copy from somewhere else

5) Had part of the magazine "quoted" to you

6) You read earlier parts of the thread which mention the congratulations

etc etc

To quote you again ;-)

> it doesn't take a rocket scientist does it?

Come and talk to us at the show and we can have this out without annoying
and boring everyone else.

Al Goold
(speaking personally, and not as the "official" AC spokesman etc etc)

134. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990403132220.25290.00002083@ng03.aol.com>
Source record: 81539

I think this is a great idea, I feel like I'm the only friggin Atarian in my area.
So here's my info:
YOUR NAME: Samuel A. Ferrer
LOCATION: Ashburn, Va. U.S.A.
E-MAIL ADDRESS: angief18@aol.com
COMPUTER TYPE: Falcon 030
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

135. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7e5mlr$be8$1@roch.zetnet.co.uk>
Source record: 81540

On 2 Apr 1999 14:16:35 G, Wojciech Hartman wrote:

>I was trying to use a standard serial cable for connection of two pc's
>(for gaming and data transfer). Is that ok or do I need a special cable?

No. You usually need something described as a 'Null Modem Cable' which
has some of the signal/handshake wires swapped.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

136. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7e5nrc$8a4$1@alexander.INS.CWRU.Edu>
Source record: 81541

Jim W. Krych
North Olmsted, Ohio
Systems: Atari 1040STf w/megafile 30
Falcon030 with 14Mb, IDE 540 MB, SCSI 540, 13 50Mb Ricoh carts and drive,
monitor switch box for VGA, Magnavox 1CM135, 12X SCSI CD ROM

We are also having a combined 8-bit, 16/32 Atari club here in the
cleveland area(Berea Ohio) anyone close by, welcome!

Email: jwkrych@n2net.net

--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

137. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7e5otbboa1@roch.zetnet.co.uk>
Source record: 81542

On 2 Apr 1999 19:58:27 G, AtariMad wrote:
>NNTP-Posting-Host: man-021.dialup.zetnet.co.uk
>X-Trace: irk.zetnet.co.uk 923083107 28486 194.247.41.26 (2 Apr 1999 19:58:27 GMT)
>NNTP-Posting-Date: 2 Apr 1999 19:58:27 GMT
>X-Newsreader: NEWSie Version 0.90 (Atari)
>Xref: zetnet.co.uk comp.sys.atari.st:156678

>P.S Newsie is starting to annoy me :P
>
Why?

Anyway suggest you try 0.94, IMHO it's the best so far.

Trevor

138. FS: Atari Falcon system [UK]

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: Mark Parry <paz@wile.demon.co.uk>
Message-ID: <wf3BAhfmB3EwpI@wile.demon.co.uk>
Source record: 81543

Hello everyone,

Well, it hasn't been easy, but time and financial constraints have
forced me to reluctantly sell my Falcon setup :o(

So, without further ado, here's what I've got:

Atari Falcon030 - With TOS 4.04, 14 meg RAM, 850 meg Hitachi IDE hard
drive, and 68882 FPU.

Hardware - US Robotics Sportster Vi 14.4 external faxmodem,
AST 14" SVGA colour monitor, Epson FX80 b/w dot
matrix printer (with lots of paper), several mouse
mats, two mice (one Atari), durable Competition Pro
joystick, Atari Jaguar joypad.

NOTE: All the above is in perfect working order, and comes
with all the necessary leads, etc. :o)

Software - Over 300 disks (mainly High Density) full of all
the software you could ever need. Including:
Llamazap, Pinball Dreams, Crown of Creation 3D,
Imagecopy 4, CAB 2.5, a complete set of original
Falcon distribution disks (MiNT, SAM, SpeedoGdos,
Atari Works, etc.,), HD Driver v7, UVK 7.1.

Not only all this but a massive collection of Falcon
and ST PD and shareware (many registered titles), and
literally thousands of ZX Spectrum games (with
emulator), plus loads of ST games far too numerous
to list, all in proper drawer-type disk boxes.

Furthermore, I'm giving away a free ST as part of the deal !*
It is an STFM, TOS 1.04 with 1 meg RAM, again in perfect working order,
and with all the necessary bits.

* The ST isn't compulsory ;o)

I'm looking for 400 pounds for the lot (I don't really want to split it,
unless the offer is too good to resist....), including delivery to
mainland UK.

I'm on the Isle of Wight, so if anyone local(ish) is interested and
wants to collect, then I'd be willing to part with it for 325.

If you're interested, please reply (preferably by Email) and let me
know.

Thanks,

See ya,

Mark.

--
Mark Parry - 'Mature' (ahem) student....
Email: Paz@wile.demon.co.uk
WWW : http://www.wile.demon.co.uk/
ICQ : 26739748

139. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-03 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370682fa8476740@ping.be>
Source record: 81544

on Sat 03-04-1999 17:28 Tim Conrardy wrote:

I wonder if one can't delete unneeded quotes with Newsie.
You quotes 48 lines. This is surely not needed at all.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

140. FS: MEGA ST2 $180.00obo +

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <cZSN2.675$Ex3.82803@newshog.newsread.com>
Source record: 81395

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

141. Re: Free Atari Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3708192F.129E@geocities.com>
Source record: 81396

Like the other members.. I too will be selective. The items I can USE
would be if not already taken...

-- Monitor Master (for switching between
SM124 & SC1224)
-- some dust covers

Books:
-- Atari ST Internals
-- The World of GEM

Serious software (all with disks and manuals):
-- Calamus w/Font Editor (desktop publishing)
-- Degas (art program)
-- Easy Draw w/Supercharger
-- MichTron BBS 3.0
-- MichTron Hard Drive Turbo Kit
(defragmenter, etc.)
-- ProCopy

Games (all with disks and manuals)
-- Bard's Tale
-- Dungeon Master
-- Gauntlet II
-- Hacker II The Doomsday Papers
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

142. Need help with Internet connection!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37083C45.5B47@geocities.com>
Source record: 81397

Not all that servier really... I have all the things setup....

Stik (newest version)
Cab 1.5 (hey, it's free)
Newsie
Cab.OVL

Alright, all has been setup and worked fine under a mint system
Falcon. Myself, I'm using a 520 ST upgraded to 4 megs.

I load Qdialer, and the file goes through the login prcess just fine.
It dials, send the login and password... and then .. does nothing. I'm
not sure but I think it locks up.

What are we single tos folk supposed to do at this point?

Doctor Clu
@>-->-----------
Striving more everyday to make an Atari
My #1 computer. :)

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

143. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_3707459a_derryck@news.freeserve.net>
Source record: 81398

in message <7e530c$rc6$1@news6.svr.pol.co.uk>
"kevin dermott" wrote about 'Re: SAMS '99 (Spring All Micro Show)'

> * Falke Verlag (ST Computer)
>
>
> I wonder will he be bringing the English version of HP Penguin Pro .I
> bought it at the last show and it's all in German, useless to me

Grab and then register a copy of GEMTrade and start translating?

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

144. Re: We need a Telnet client with Zmodem...

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_37074760_derryck@news.freeserve.net>
Source record: 81399

in message <RDTaoU1.greg_evans@delphi.com>
greg_evans@delphi.com wrote about 'We need a Telnet client with Zmodem...'

> Am I the only who uses Telnet regurlarly and would like to be able to
> upload and download while connected?

I believe that Teli (an IConnect client, needs MagiC and the IConnect
stack) has this capability - http://www.camelot.de/~zulu

Rgds, Derryck

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

145. Reading a ST 1040 floppy disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Alcide <fnedey@club-internet.fr>
Message-ID: <7e7g44nhk1@front2.grolier.fr>
Source record: 81400

I have to read a floppy disk written with a ST 1040 under W95. I've tried the different emulators but I don't success.

Any one can help ?

Thanks in advance.

146. Re: Major Bug

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7e6bga$vk8$1@irk.zetnet.co.uk>
Source record: 81463

>I don't believe you stayed up all night just to post that joke!

If I had it would have been much funnier and in greater detail. I was
just IRCing at the time and posted it after hearing about ethh's post
:)

AM.

I think therefore I AM.

147. FS 520ST (North America only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990403193201.21885.00002366@ng41.aol.com>
Source record: 81464

I have the following for sale. I prefer to sell the whole lot as a package.
However, I am willing to sell individual items but the ST must sell as a unit
and not as parts.
Here then for your viewing pleasure is a list of my ST stuff :) :
HARDWARE: $200.00 + $15.00 S&H
4mb 520ST with SC1224 color Monitor, SF314 Floppy Drive, mouse, joystick, 1,
manual, System & language disks, and mouse cleaning ball.

GAMES: $5.00 each + $5.00 S&H
GBA Championship Basketball The Sentry
MetroCross Star Glider
Star Ray Shadow of theBeast II
Guild of Thieves Golden Path
AD&D Hillsfar Gold Runner II
Station Fall Grid Iron
The Black Cauldron Flight Simulator II
Battleship
Pirates of the Barbary Coast

APPLICATIONS: $7.00 each + $5.00 S&H
Habba Check Minder H&D Base Hippo Pixel
Hippo Fonts Cyber Sculpt Art & Film Director
Multi Desk Calamus Outline Art OutBurst 3.3
VIP Professional Flash That's Write
v.3.1G
Atari Logo

BOOKS/PUBLICATIONS:
ST Basic Source Book
A Source Book for Atari Logo

ENTIRE PACKAGE: $250.00 +$20.00 S&H
BTW, I am not leaving the Atari scene.

148. FS:Cubase 3.01 Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: erikdan1@gte.net
Message-ID: <7e6mds$o54$1@nnrp1.dejanews.com>
Source record: 81465

includes modules

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

149. Atari 16 bit software Galore! for Sale LQQK!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: vangelisv@aol.com
Message-ID: <19990404031748.05343.00001857@ng-fy1.aol.com>
Source record: 81466

If you have a hard time finding Atari 8 or 16 bit(excluding TT,and
Falcon)C-64,Amiga,Apple II series
software than E-mail me and I will send you my latest listing or check out my
site for Atari only at:
http://members.aol.com/VangelisV/Evangelos

150. Mario Becroft Serial Mouse Interface

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <HWEN2.165$MC.56722@news2.randori.com>
Source record: 81467

Just got Mario's Serial Mouse Interface for my Atari. Works great!! The main reason I purchased it is that the usual solution for using a serial mouse by plugging it into the modem doesn't seem to work for Notator.

Anyway, I no longer have to worry about replacing my mouse with an Atari compatable one. I can just go down to my local computer store and get me a serial mouse which are usually quite cheap. :-)

I'm in America, so I bought it from Ken Macdonald in Canada. I'm not sure, but I think Mario has at least one dealer to cover most areas of the civilized world.

Unfortunately, Mario's site seems to be down or I would point you to it. Does anyone know if he's moved his site?

151. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990404085712.31185A@ataricomputing.compulink.co.uk>
Source record: 81468

In article <372767a9.39401870@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> >3) Subscribed under a different name (You last subscribed up to and
> >including issue 3 as Tony Greenwood)
>
> >Al Goold
> >(speaking personally, and not as the "official" AC spokesman etc etc)
>
>
> So disclosed my personal details regarding AC subs.. (You just told a
> public newsgroup when I subscribed and when those subscriptions ran
> out and in what name)....Not from AC.. you just personally decided to
> give everyone that information did you ?

I cleared up a point that you seemed unwilling or unable to answer in a
public discussion. You inferred that you were a subscriber and you made a
statement suggesting that Joe was less than clever. I simply posted some
other options and included simple facts.

> I hope your apology for disclosing my personal subscription details is
> just as public.

I have nothing to apologise for Tony, nor will I do so for this. I have
stated a fact. Actually several facts, but you've chosen not to respond to
these other facts. Why? Is it because they make your "arguments" appear
fatuous?

If we *have* to have another of these dreary threads can we at least try
to deal with facts please?

Al

152. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <37071fa7.0@news.madhouse.uk.com>
Source record: 81469

>
> Come and talk to us at the show and we can have this out without annoying
> and boring everyone else.
>

Don't you dare stop this thread!!!!!!!!!!!!!!!!!!!

This is the most entertainment we've had in here for years :-p

COME ON THE REDS!!!!!!!!!!!!!!!!!

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

153. Re: LOOKING FOR "CREATOR" SOFTWARE WITH ROM

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7e7au2$ri8$1@news2.xs4all.nl>
Source record: 81470

O
I have Creator without a dongle for you !
Please react
Jos Vlietstra, email <jovlie@xs4all.nl> - My collection :24 X Atari 1040ST,
4 X Megafile 30, 1X SH204, 1X Megafile44, 1X SCSI 500MB ext.,1 X MegaSTE4,
1 X TT030, 1 X Crazy Dots graph.card 24BIT, 1 X Stacy4, 25 X SM124 monitor,
2 X SC1224 monitor, 2 X SM 125 monitor, 1 X TTM 19" monitor, 1 X DELL 17"
SVGA monitor, 1 X Toshiba SCSI CDROM ext.,1 X SLM 804 laser, 1 X HP500/510,
2 X MEGA2, 19 X Brother M-1109 printer, 1 x AM -148 monitor, 1 X 520PLUS
USROBOTICS 56K modem ext.,tons of midisoftware, DTP etc. Got no shop,
just an Atari-fanatic since '87.....

154. REQ:Band in a Box styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7e7bilbqq1@news5.svr.pol.co.uk>
Source record: 81471

does anyone have any new styles that they would consider posting to the newsgroup

TA
RAS

155. Re: Atari Laserdrucker am PC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDEGDABQUP@data.rhein-main.de>
Source record: 81472

In <7e61it$d86$1@black.news.nacamar.net> "Matthias Minich" wrote:

>Ich habe meinen lten Mega ST4 jetzt ausgemottet und mich gefragt, ob man den
>SLsowieso (Laserdrucker) evtl am PC betreiben kann, da er meiner Meinung
>nach unter SCSI lief (Jedenfalls ist da so ein Kï¿½stchen dran, was zwischen
>Drucker und ST gehï¿½rt und verdammt danach aussieht). Vielleicht hat ja schon

Das geht meines Wissens nach nicht direkt da dieses "SCSI" nicht dem
Standard entspricht. Den PC mit dem Atari per Nullmodemkabel verbinden
und den Atari so als "PrintServer" verwenden geht allerdings schon.
Da gibt es auch Software dazu, wenn ich mich recht erinnere.

Nennt sich MagicSLM oder so ï¿½hnlich.

Gruï¿½, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

156. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37073251.481692@nntpserver.swip.net>
Source record: 81473

I thought so at first.
But then (perhaps I'm taking this a bit to far) I checked
out a page I've bookmarked, and no other .HTML-files or
.GIF-files were found exept for the INDEX.HTML that gives
that text!

>jb> "Diese Domain ist zur Zeit nicht verf=FCgbar"
>This domain in not accessible at the moment.
>Means: Try it again later.

157. Atari Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Kris Van Deuren <kvd@village.uunet.be>
Message-ID: <7e7kbh$d4a$1@xenon.inbe.net>
Source record: 81474

Hi there,
i've been using my atari 520 for a few years now, mainly for making music
recently my monitor went up in smoke
finding one is a hard case
only a day a go a bought an 1040 and an ST4 from a guy for a really good
price. There was a commodore Amiga monitor (color) with it. The monitor
seems to work fine on the 520,1040 and st4.
Some games i got along a really nice.
The problem hower is that when i startup my cubase 2.0 i only get a 1/4
(quarter) of the original cubase screen.
it seems like the screen is blown up to four times the monitor size
since i have a few gigs/concerts coming up soon i really need
my cubase working again.
can anybody help me with this problem?
regards
Kris.

158. Re: Free Atari Hardware and Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7e7lk6$n81$1@epos.tesco.net>
Source record: 81475

just a wild guess but would all this stuff be situated on the small part
of this planet called America ?

159. Re: Atari Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <37077926.C16A3B16@bigredswitch.co.uk>
Source record: 81476

Kris Van Deuren wrote:

> The problem hower is that when i startup my cubase 2.0 i only get a 1/4
> (quarter) of the original cubase screen.
> it seems like the screen is blown up to four times the monitor size

Hi.

It's down to the screen resolution you're in. The Amiga monitor (or at least the older ones) will only do low and medium, whereas your previous monitor was probably one of the Atari hi-res types.

I can't remember if Cubase will run in medium-res; check your desktop settings then save the desktop prefs to the Cubase boot disk.

Carl.

160. Re: We need a Telnet client with Zmodem...

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7sdv$od5$1@roch.zetnet.co.uk>
Source record: 81477

On 3 Apr 99 21:22:53 -05, greg_evans@delphi.com wrote:
>
>Am I the only who uses Telnet regurlarly and would like to be able to
>upload and download while connected? I do it all the time with CommNet
>on my PC, but I have yet to find an Atari equivalent. I belive Peter has
>refused to update Telstar with this capability. I hate having disconnect
>from my Falcon, reconnect with my PC just to download a file while
>using Telnet.

Hi Greg!

I use Telnet quite a lot, but mainly to use Multi User Dungeons (MUDs). I use Telstar under StiNG too. It would be great if Telstar had ZModem capability as I would start to use BBSes in the States etc more than I do now, as I would be able to message and get files more easily.

If you were to change to I-Connect, then you could use Teli, which is much more modern than any other Telnet app on the Atari, but I don't know if it handles file transfers though. Anyone else know?

It would be nice if you could use a comms program like Connect as a Telnet client, but I don't think that is being updated anymore.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

161. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7se3$od5$2@roch.zetnet.co.uk>
Source record: 81478

On 3 Apr 1999 13:53:02 +, "kevin dermott" wrote:
>
>* Falke Verlag (ST Computer)
>
>
>I wonder will he be bringing the English version of HP Penguin Pro .I
>bought it at the last show and it's all in German, useless to me

Hi Kevin!

See Matthew Bacon at the show, he's recently released Web Wizard, which is very similar to HPP, but produces far superior results (in my opinion)!

In fact I've used it as a base to produce my own website, which will be online in a few days, look out for my announcement in here and in Zetnet Atarians etc.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

162. Re: Atari Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7e7se8$od5$3@roch.zetnet.co.uk>
Source record: 81479

On 4 Apr 1999 13:59:03 +, "Kris Van Deuren" wrote:
>Hi there,
>i've been using my atari 520 for a few years now, mainly for making music
>recently my monitor went up in smoke

>price. There was a commodore Amiga monitor (color) with it. The monitor
>seems to work fine on the 520,1040 and st4.

>The problem hower is that when i startup my cubase 2.0 i only get a 1/4
>(quarter) of the original cubase screen.

>since i have a few gigs/concerts coming up soon i really need
>my cubase working again.

Hi Kris!

Unfortunately, you need a monochrome (hi-res) monitor, not a colour one.
Cubase on the ST only runs in high resolution 70hz mode, the colour
monitor only does low and medium resolutions 50/60hz modes.

Try a free ads newspaper, you probably will be able to find a few for sale
cheaply in the Music sections.

Cheers!

James

+----------------------------------+--------------------------------------+
James F. Haslam	Atari Falcon 14Mb, MagiC 6 / NVDI 5
Internet: jfhaslam@zetnet.co.uk	Cheshunt Computer Club member!!
FidoNet mail: 2:254/105	Yes, Ataris CAN surf the Web!
+----------------------------------+--------------------------------------+

163. Re: Anyone know how to work an Atari520

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dpqv8c.w8n4s619db66gN@pm-d00.rhein-main.de>
Source record: 81480

Brian Van TIlborg <madmax@bfree.on.ca> wrote:

> The only other thing I can think of is that your chips need reseating. You
> may try one of two methods.
>
> 1) 4inch drop. Drop the St onto a solid surface from 4 inches.
>
> 2) Open the case and press down on all of the chips.
>
> I have 5 STs and have to go through this procedure on a regular basis.
>
> later Brian.

Better way is to lift chips from socket, clean up any pin, replace chip
into socket. Try to restart the machine.

Regards, Robert

-= Home of DOIT-Archive =-

CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de doitarchive@atari-computer.de
www.rhein-main.de/people/robert/index.htm
www.atari-computer.de/doitarchive/index.htm

164. Automation CD 2???

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990404130441.00866.00002144@ng136.aol.com>
Source record: 81481

hi,
anybody got this cd w\knightmare and extensor on it.? Would love
to have it for my st collection. Email me please, oh please.

165. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7e8a0rqoe1@roch.zetnet.co.uk>
Source record: 81482

On 3 Apr 1999 20:29:52 G, AtariMad wrote:

>I wouldn't mind getting one of them, I was wondering though if the
>multisync monitor would let you do all 3 ST resolutions?

Some do, some don't. The NEC 2D used to be the favourite for Atarians
as it would do all res. with no problems. They are a bit difficult to
get hold of nowadays.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

166. Re: Atari Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7e8a0t$a6a$1@snipp.uninett.no>
Source record: 81483

James F. Haslam <jfhaslam@zetnet.co.uk> wrote:

> Try a free ads newspaper, you probably will be able to find a few for sale
> cheaply in the Music sections.

A standard, cheap (free if you're lucky) VGA/SVGA will also work with a
simple adapter. I know Mario Becroft sells these. It's also easy (and
cheap, if you can purchase the connectors locally) to build one yourself.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

167. Ghostlink działa!

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <37075D8C.296D2892@friko3.onet.pl>
Source record: 81484

Dziďż˝kujďż˝ wszystkim za pomoc. Udaďż˝o mi siďż˝ uruchomiďż˝ ghostlinka.
Poďż˝ďż˝czenie Falcon030<->Pentium2 dziaďż˝a u mnie przy 57600 Baud. Prďż˝dkoďż˝ďż˝
transferu nie jest zawrotna, ale moďż˝na wytrzymaďż˝. Musiaďż˝em zainstalowaďż˝
hsmodem, natomiast jakiekolwiek CPXy nie byďż˝y konieczne. Kabel ktďż˝rego
uďż˝ywam jest standardowym kablem do ďż˝ďż˝czenia dwďż˝ch pecetďż˝w (np. do gier).
Z obu stron posiada po dwie koďż˝cďż˝wki COMM1 i COMM2.

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

168. Re: Ghostlink działa!

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <3707AE22.1BDC2E4D@friko3.onet.pl>
Source record: 81485

Wojciech Hartman napisaďż˝(a):

Oops! It supposed to be posted to pl.comp.sys.atari.

Sorry for tha spam :)

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

169. MiNTsetter 3.7 is now out. [freeware]

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904041431280.122-100000@tampa1-044.southeast.net>
Source record: 81486

```
The kernal controler/status viewer in GEM. (src included)
At http://users.leading.net/~kellis
or http://kellis.atari.org

Thanks.
```

170. Re: What's happening to this newsgroup?

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7e8in7$5n4$1@plutonium.compulink.co.uk>
Source record: 81487

```
On 3 Apr 1999 03:04:11 G, Guy Harrison wrote:
>On Thu, 25 Mar 1999 19:10:34 GMT, webdesign@accrington-web.co.uk (Tony
>Greenwood) wrote:
>
>>** CyberSTrider Web Services http://web.cyberstrider.net **
>>
>> Hey! publish@cix.co.uk (Mike Kerslake)
>>
>>>Well Magic Roundabout has to be the ultimate kids show, but with a
>>>very adult meaning in it! The New Magic Roundabout narrated by Nigel
>>>Planer of the Young Ones fame is even more adult - see my daughter
>>
>>What about the classic Magic Roundabout song by Jasper Carrot.. Now
>>that was funny :)
>
>Bugger. Now I want to hear it again. Now where can I download that...

Boing, time for bed said zebedee!

:-))

Kind regards

Mike Kerslake

--------------------------------------------------------------------------
*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com
```

171. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7e8m6e$sf8$1@roch.zetnet.co.uk>
Source record: 81488

James F. Haslam wrote in message <7e7se3$od5$2@roch.zetnet.co.uk>...
>On 3 Apr 1999 13:53:02 +, "kevin dermott" wrote:
>>
>>* Falke Verlag (ST Computer)
>>
>>
>>I wonder will he be bringing the English version of HP Penguin Pro .I
>>bought it at the last show and it's all in German, useless to me
>
>Hi Kevin!
>
>See Matthew Bacon at the show, he's recently released Web Wizard, which
is very
>similar to HPP, but produces far superior results (in my opinion)!
----------------------+-------------------------------------+
I was offered my money back but it's not the point,I can do most of it in
a text editor now if I make it to the show I'll get my refund there

172. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7e8m7l$g23$1@plutonium.compulink.co.uk>
Source record: 81489

Apologies if this posting appears in the wrong place because I've had
to delete the references line due to NEWSie having probs in handling
it.

On 3 Apr 1999 19:16:34 G, Tony Greenwood wrote:
>
>
> Hey! "Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk>
>
>>run commercial business. However, in common with many small businesses, we
>>run the business as a hobby, not to make profits. Our balance sheet
>
>Ho its just an error that you make a profit..damm how upsetting that
>must be for you.

Want the truth Tony? If any of us did AC for profit there would
never have been another issue of AC after #7! There's not enough
money made from AC to pay wages let alone make a 'profit'!!! And if
any of the AC team claimed all the expenses we incur through our
involvement with the magazine we'd have to shut up shop!

>>will be a matter of public record when our accounts are submitted to
>>Companies House.
>
>It became a matter of public business when a member of AC told this
>newsgroup AC was profit making.... I suggest again that you have a
>little meeting and get your stories straight..

Ah, the big secret was let out of the bag by me wasn't it!

Or was it?

The real truth is that if you were a subscriber to AC Tony, you
would have known that AC was being published by a commercial company
well over a year ago. In issue 8 of AC we told ALL our subscribers
the new publishing arrangements. You were quite obviously not a
subscriber to AC when you commented to the posting of mine regarding
this because it wasn't exactly some big secret - ALL our readers had
known this fact for over a year!!!

You try to 'expose' my comment as some big secret slipping out -in
fact it was year old stale news!

Any commercial company makes a profit (or in theory should). The
difference between us and other companies is that our 'profit' goes
straight back into the magazine and keeps it going long after any
'real' commercial company would have pulled the plug. I think you'll

find that some of the Atari commercial vendors take the same attitude to us. Any profit they make from the Atari scene goes back into the scene - the likes of Titan and TUS don't survive on profits from the Atari scene, yet they continue to provide a valued service long after it was commercially sensible to do so.

I don't pretend to know, or have any real interest in how ST+ is funded or operated, but unless you are a properly set-up club or company you are on very dodgy ground. AC is properly set-up and that cost a lot of money, and continues to do so.

AC has never ever criticised ST+, yet you seem to think it okay to knock us and anyone else that you fancy a go at. If we ignore your postings you accuse us of ignorance and elitism, if we respond with simple facts you start nit-picking. Isn't it about time you actually told everyone why you hate AC so much???

You think you're a very important person on the Atari scene, so how about telling us what you actually do in practical terms to keep the scene alive?

When are YOU going to organise the best Atari show for years (ACC'98), which was organised by Joe Connor almost single-handed?

When will YOU sponsor programmers to make good quality software?

When will you scour the UK and abroad and make excellent quality commercial software available at cost price to readers?

When will you produce a CD-ROM which has full versions of superb quality commercial and shareware software and tonnes of other stuff on it and then sell it at a low price?

In short Tony, AC has done all this. So how about YOU doing something useful as well?

Or are you just content to sit back and knock anyone that does something positive?

Your world awaits Tony!

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

173. Re: REQ:Band in a Box styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7e8ns5$mi6$1@news2.xs4all.nl>
Source record: 81490

On 4 Apr 1999 10:32:47 +, "jon rasmussen" wrote:
I think I have the latest styles for Atari, but also the latest for
PC !What do you want, you can't exchange both platforms.
Band in a box for the PC is far more up to date than the Atari
version(I have) .
Jos (jovlie@xs4all.nl)

174. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Bill Pike <wpike@doitnow.com>
Message-ID: <923266738.972.50@news.remarQ.com>
Source record: 81491
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Geoffacakes <new-wave@argonet.co.uk> wrote in message
news:na.a5a95f48e9.a70260new-wave@argonet.co.uk...
> I have just acquired a dusty old Atari 1040ST. There is a 13-pin monitor
> socket on the back - is this for an RGB monitor?
Yes it is an analog RGB monitor that works at NTSC Sync
settings(15khorz,60hzvert)

>Is there anyway one can use a SVGA monitor with the machine?
Only if it is a multi-sync, however there are only 3 resolutions on the ST
machines and the high res is monochorme only. PACMan

175. Re: Anyone know how to work an Atari520STfm ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Bill Pike <wpike@doitnow.com>
Message-ID: <923266743.786.24@news.remarQ.com>
Source record: 81492
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

Dennis Brown <brownde@cs_REMOVE_.unc.edu> wrote in message
news:7dr89i$9k1@capefear.cs.unc.edu...
> In article <3700FE1F.962EB67@aracnet.net>, Mike <changm@aracnet.net>
wrote:
> >Hi all,
> >
> >Kind of off topic. I picked up an Atari520STfm recently and plugged the
> >rca-jack
> >TV out to a switch box and fed in through a VCR to my CMD1702. All I get
> >is a
> >white screen. Any ideas what could be wrong ? Does it require a boot
> >disk or does
> >it have a built in OS ? Maybe the video chip is bad ? Never had an ST
> >before so
> >I need some help. Thanks.
> >
> >Any help is appreciated.
> >-Mike
The STFM rcajack output is RF on channel 3or4. it is not video but a tv
signal that goes into the antenna input of a tv set. You should have a
switch box to convert it to either a twinlead or 75 ohm coax connector but
you can fudge as the cable is 75 ohms and you can kluge a connector for it.
PACMan

176. FS Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: erikdan1@gte.net
Message-ID: <7e8tohfmd1@nnrp1.dejanews.com>
Source record: 81493

includes modules for atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

177. Looking for STers in Phoenix AZ Area

Newsgroup: comp.sys.atari.st
Date: 1999-04-04 00:00:00 UTC
From: Bill Pike <wpike@doitnow.com>
Message-ID: <923266835.045.10@news.remarQ.com>
Source record: 81494

Am looking for Atarians in the Phoenix area that might be interested in swapping or selling ST software or hardware. PACMan

178. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7eb8ui$qa5$1@hub.org>
Source record: 81345

>You do realize you've just opened the gates of hell, don't you? :-)

Oh yes :)

>It does: the most common MIDI apps (Cubase and Notator) really don't get on
>with the newer OSs. I think most people would boot plain TOS for those apps
>rather than struggling.

Ahh. Indeed. I've got 'em, but stopped caring years ago..

>To get the really obscure out of the way, there was a brief thread here a
>short while back which mentioned esoterica such as OS9 and SMS2 - do a
>search on Dejanews for it to find out more.

Found a few things in dejanews, but nothing useful. I know there
is an OS/9 for the ST (a friend had it way back), but I was never able to
find it on the net anywhere. Not that I know how to boot it or anything :)

>I'm assuming that you have a hard drive: if not, I'd say you were better

Yup; 20mb, though I might get a 500MB in there.

>problems with a hard drive and 1.2 isn't much better by all accounts unless
>you have patches installed. In which case upgrading the OS becomes more
>urgent.

1.04 in ROM.

2MB of memory.. max 4mb, people say. SIPPs, which are hard to come
by anyway :/

>worse with limited resources memory-wise. If you have 2 megs, adding in a
>replacement desktop would be a good idea - I'd recommend Teradesk, YMMV. TOS
>2.06 and later has a reasonable desktop (Newdesk) anyway.

URL for Teradesk?

>access, where some of the apps such as POPwatch and NEWSwatch are quite
>small and it's handy to run them in parallel.

I'd like to get telnet going, via PPP or SLIP across the serial
port. Then I could telnet into a machine here, start up IRC, and use it as
an IRC terminal. That woudl rock :) Or run a remote emacs..

>As a guide: on my 4 meg STE with MagiC5, NVDI4, STguide and COPS loaded as
>accs, I have just over 2 megs left for apps once booted. I'm sure it could
>be increased by reducing the size of NVDI's caches etc, but you can see why
>I think you might be squeezed in 2 meg.

NVDI costs, right? And MAgic. Adds up nicely :/ What is COPS?

>1. Geneva/TOS
>This is an oddity in that it is only co-operative multitasking, but you can

Like oild GEM. Hmm. No desktop with it, though, so its really not
much use until you do get a Gemini-happy desktop. What is most popular? If

Which OS is most popular? Thats th eone to use, whichever it is..

>between them where it doesn't matter if background processes seize up),
>though I'm going on hearsay here as I haven't used it. It certainly has its
>fans, and has a reputation for being very compatible.

How well does Geneva handle OS/TTP programs?

>to STs as it is quite frugal with RAM if you use the supplied Magxdesk
>desktop, and it replaces the whole of TOS (TOS effectively just acts as an
>OS loader at bootup). It also has the advantage of accelerating STs

How much RAM does it just coisume, to hold the OS and Magxdesk?
(is Magxdesk useful?)

None of the OSes support ppp/slip, right? Its external apps,
totally?

(aside: Whats the most popular development kit these days.. gcc,
with some gem libraries and resource editors? ie: what was CAB written
with?)

>3. MiNT with replacement AES
>MiNT on its own won't multitask more than one GEM application. It doesn't
>replace all of TOS, so without a multitasking AES it uses the old TOS GEM

Again.. ramwise.. how much gets consumed by mint, and a 4.1 AESD
of some sort? I'm an old unix lad, so mint ought not to frighten me, as
long as there is *some* documentation available.

>It also has a Unix mode, where you are effectively running a Unix system
>with Atari compatibility: this lets you run all sorts of ported Unix net
>stuff, for example. There are various distributions, such as the TAF package
>and KGMD (both a bit out of date, I gather), including some semi-commercial
>packages such as MiNT98.

Is mintnet documented anywhere? Any idea (guess?) how much ram
mint + mintnet + a shell woudl consume? Is 2 enouygh to get mint going,
some basic networking up and running, and then an app or two?

Jeff

--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

179. "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Lou Lew <loulewlj@gte.net>
Message-ID: <7eb9a3$h8v$1@news-2.news.gte.net>
Source record: 81346

Hi,
I've got an Atari 1040 STe, and it had been working fine, but now the internal floppy drive is not happening. At first, I would get the "drive not responding" warning, and then after it "warmed up", it would start to work. Now, it still attempts, but just the warning. (BTW, I had been using high density disks on this double density drive. Was that a big mistake?)

Is the drive shot? Or is there something I can do? What should I check, clean, or tinker with?

If it is shot, does anyone know where I could get a replacement drive (cheap)?

Thank you very much,
JL

180. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990405224627.6419A@ataricomputing.compulink.co.uk>
Source record: 81347

In article <37152078.41909887@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> You will be reported and the only way to avoid this is
> to apologise before 9 a.m. tommorow morning. (Or whatever time they
> open)

I can be contacted at the address shown in page 4 of Atari Computing Issue
12, under "How to contact us".

Have you got tape on all your glass windows Tony?

Al

181. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ebb19lni1@plutonium.compulink.co.uk>
Source record: 81348

> Been there, done that, and it still doesn't work. Sent e-mail to the
> author, no reply. ;-(

I'm afraid I don't remember getting an email from you. :-) Usually I'm very
quick to reply...

> In case you are wondering, I can register it, but then once I quit
> the program and restart it, I have to re-register every time... No
> fun...

No one else has ever reported this problem, so it could be something to do
with the set-up at your end. What are you running it under?

Best wishes,
Mark.

182. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7ebcfp$n10$1@snipp.uninett.no>
Source record: 81349

Jeff Mitchell <skeezix@loner.icomm.ca> wrote:

> I'm an old Atari man and wanted to fiddle around with some of the newr
> applications that've come out..

If you're mainly interested in GEM-apps all the current popular OS would perform well, in real life they only differ in how they're configured and maintained. MagiC is very MacOS-like, i.e. it's rather easy to set up and configure but there's not many options to play around with. Geneva is extremely configurable, you'd probably like that one :-) MiNT/N.AES is perhaps the most flexible of them all, but be prepared to mess around in various configuration-files with an editor.

> I'm interested in screwing around with Mint to see if I can get an
> X11 setup going. That would impress the hell out of me. Since theres no

X is very easy to set up (download the TAF distribution), but the speed won't impress you.

> ethernet for the ST, it'd have to run over the serial port, which would be
> slow.. but amusing :)

I've actually used this to run Netscape over a 14k4 modemlink on a 4Mb Falcon ;-) It worked, but it took almost five minutes to open one browser-window...

> How much RAM does MagiC take up, minimum?

Just the bare essentials? Perhaps 600-700Kb on a plain ST. It depends on the version, newer versions use more. MagiC 4 is actually a very nice platform on a standard 8MHz ST with no frills. MagiC6 (I never tried 5) is too bulky on my Mega.

> Seems Geneva is a small footprint, which is good. Neodesk might be

Geneva is a *very* nice AES on smaller machines. Highly configurable, small, fast, compatible, cheap, free updates...

> slick, but I've never heard of Thing or the others that've come out
> freeland..

Download the latest version of Thing and be impressed. It's simply the best desktop around, not only for TOS but on all platforms I've ever tried. Only Jinnee-fans would question that ;-)

>>want to run GEM-apps go for MiNT/N.AES. It's very stable and fast, but it
>>takes some effort to install and configure if you want to go all the way

> Is there documentation? Since I'm a unix guy, Mint shouldn't be
> hard to get working. I don't know anythign about it, right now, though..

There's a lot of documentation, but it's not exactly organized... There is
a documentation-directory on Piwo though, try looking under
MiNT/documentation (or whatever) in the Piwo-mirror on
ftp.funet.fi/pub/atari/

> Is there a port of Emacs for mint?

Ofcourse :-) And all the other horribly perverted editors you expect to
find on a unix-box... Btw. there was a message on the MiNT-list a couple
of days ago that a fully working, free ext2fs-driver for MiNT was ready
for beta-testing.

> Since its free, I guess it shoudl be my first choice, and see how
> it goes.

Beware that N.AES is commercial, so you have to buy that part. Everything
else is free though. And you don't need an AES to play with the
unix-stuff.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

183. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3709279c5b81c60@holleman.demon.nl>
Source record: 81350

on Mon 05-04-99 20:46 Jeff Mitchell wrote:

> How much RAM does MagiC take up, minimum?

Hi Jeff,

well, let's try to be practical: I run a TT with 4 megs ST-RAM and 64 megs TT-RAM. Once ready to run apps, I have left 3706 kb ST and 59171 kb of TT RAM. Then MagiC 5.01 is running, plus Freedom, Menuinfo, ST-Guide, Bubblestuff, Popfold, Calendar, Multistrip, Thing 1.27 desktop, including a screen piccie.

Running about the same stuff with Mint/N.AES eats more, about 1/2 to 1 meg. Then Multistrip is replaced by Taskbar, but I don't think that makes the difference.

Generally speaking, I'd say the Mint/N.AES stuff is more RAM-hungry.

> Seems Geneva is a small footprint, which is good. Neodesk might be
>slick, but I've never heard of Thing or the others that've come out
>freeland..

Well, Thing is shareware, it's not completely free. Although, unregistered it has very few limitations. It's ONE FINE PIECE of desktop software, to be honest, I wouldn't like to miss it in any case...
>
>>want to run GEM-apps go for MiNT/N.AES. It's very stable and fast, but it
>>takes some effort to install and configure if you want to go all the way
>
> Is there documentation? Since I'm a unix guy, Mint shouldn't be
>hard to get working. I don't know anythign about it, right now, though..

The effort to install and configure is mainly for the complete setup, i.e. Mintnet etc. If you do Mint and N.AES only it's not a big deal. But no Unix stuff either then...
>
> Is there a port of Emacs for mint?

Really don't know, one might expect but I'm not sure about a Mintport. Probably others who know...

--
CU NeXT msg,

| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |

|_____|

184. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <yKVKNDAi6TC3EwCc@steverosie.demon.co.uk>
Source record: 81351

In article <7eb9a3$h8v$1@news-2.news.gte.net>, Lou Lew
<loulewlj@gte.net> writes
>Hi,
>I've got an Atari 1040 STe, and it had been working fine, but now the
>internal floppy drive is not happening. At first, I would get the "drive
>not responding" warning, and then after it "warmed up", it would start
>to work. Now, it still attempts, but just the warning. (BTW, I had been
>using high density disks on this double density drive. Was that a big
>mistake?)
>
>Is the drive shot? Or is there something I can do? What should I check,
>clean, or tinker with?
>
>If it is shot, does anyone know where I could get a replacement drive
>(cheap)?
>
>Thank you very much,
>JL

Firstly, where in this WIDE, WIDE world are you?

If you are getting the drive error when reading the HD disks, then that
IS your problem. I don't recommend anyone use High Density disks in
Double Density drives. The data isn't secure, take my word for it;)

If it gives errors using DD disks then there can be a couple of reasons
for it. Dirty heads, dust or drive failure are just a few.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

185. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Lou Lew <loulewlj@gte.net>
Message-ID: <7ebgkq$g9c$1@news-2.news.gte.net>
Source record: 81352

Hi,
Thanks for the quick response!

I'm in California (where, you'll be happy to know, it's cold and rainy).

I'm getting the error whether I'm using high density disks or double
density. But I was wondering if using high density disks are actually
bad for the drive.

So if I clean out the dust, etc., and that doesn't fix it, should I
assume the drive is bad, and therefore start hunting for a new one?

Thanks again,
JL

Steve Stupple wrote:
>
> In article <7eb9a3$h8v$1@news-2.news.gte.net>, Lou Lew
> <loulewlj@gte.net> writes
> >Hi,
> >I've got an Atari 1040 STe, and it had been working fine, but now the
> >internal floppy drive is not happening. At first, I would get the "drive
> >not responding" warning, and then after it "warmed up", it would start
> >to work. Now, it still attempts, but just the warning. (BTW, I had been
> >using high density disks on this double density drive. Was that a big
> >mistake?)
> >
> >Is the drive shot? Or is there something I can do? What should I check,
> >clean, or tinker with?
> >
> >If it is shot, does anyone know where I could get a replacement drive
> >(cheap)?
> >
> >Thank you very much,
> >JL
>
> Firstly, where in this WIDE, WIDE world are you?
>
> If you are getting the drive error when reading the HD disks, then that
> IS your problem. I don't recommend anyone use High Density disks in
> Double Density drives. The data isn't secure, take my word for it;)
>
> If it gives errors using DD disks then there can be a couple of reasons
> for it. Dirty heads, dust or drive failure are just a few.
>
> --

> Cheers! for now
> Steve <><
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

186. Re: We need a Telnet client with Zmodem...

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <hJU743F.greg_evans@delphi.com>
Source record: 81353

Unfortunately, you can't use ftp on sites such as internatilnal BBS's, Delphi, etc. For that you need a Telnet client which supports downloads.

Based on some suggestions, I will try CAB's I-Connect Telnet client and see. I think it's just a VT-52 terminal window however.

Greg

187. New English Teli 1.06 RSC and BubbleGEM files!

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_3708a040_derryck@news.freeserve.net>
Source record: 81354

Announcing the release of an updated English RSC file and the addition of
a translated BubbleGEM help file for this IConnect Telnet client. I've
added a link to download the program itself. URL in sig.

Thanks to Dennis Vermeire for the work on this project!

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

188. Need Atari MPEG making prg!

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7e8utl$1alg$1@spnode25.nerdc.ufl.edu>
Source record: 81355

Hi amigos:

I am making some videos from Screen Eye /Apex and need to make
MPEGS for my Business. I remember an Atari prg that would make Mpegs , any
one remember its name?

Thanks, Raymond

PS Could use one for DOS if it makes it from FL*

189. Need an ST Mpeg Maker PRG!

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7eam46$5u8k$1@spnode25.nerdc.ufl.edu>
Source record: 81356

Hello amigos:

A while ago I tried an Atari program that could make Mpeg video from TGA files. Anyone remember the name please?

Any other program for ST or that would work on DOS?

Thanks, Raymond

190. Outside Mem. Manager prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7eam89$5u8k$2@spnode25.nerdc.ufl.edu>
Source record: 81357

Hello again:

I am trying this program with Apex Media and when capturing frames it only gets 17 frames each time. When Editing OUTSIDE
works quite well. Is it possible to set OUTSIDE for use on Video Capture?
I have a Falcon 14 megs of RAM

Thanks, Raymond

191. Looking desperately for CREATOR w/DONGLE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: AmigaNut <cmaffia@nyct.net>
Message-ID: <F9o2FD.B1w@news2.new-york.net>
Source record: 81401

If anyone is selling or knows where to purchase the sequencing software CREATOR with the dongle please email cmaffia@nyct.net

Thanks!

192. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e8v53$t3m$1@plutonium.compulink.co.uk>
Source record: 81402

Hi Kevin,

kevin dermott wrote in message <7e8m6e$sf8$1@roch.zetnet.co.uk>...
>>James F. Haslam wrote in message <7e7se3$od5$2@roch.zetnet.co.uk>...
>>>I wonder will he be bringing the English version of HP Penguin Pro .I
>>>bought it at the last show and it's all in German, useless to me
>>See Matthew Bacon at the show, he's recently released Web Wizard, which
>is very
>>similar to HPP, but produces far superior results (in my opinion)!

Having tried both products and compared them with the Joe HTML editor and modules I prefer to use Joe. It's suitable for anyone except absolute beginners and the modules, which can be run as standalone applications, are excellent - especially the table creator.

Joe is Freeware, the modules are shareware and the English releases will be supported via InterActive.

Regards

Joe
http://www.cix.co.uk/~inactive/

193. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e8v58$t3m$2@plutonium.compulink.co.uk>
Source record: 81403

Hi Tony,

>I ask again.. Joe Conner..
It's Joe Connor.

>Why did you think that ATARI Times award
>was an honor to receive and prestigious enough to place multiple times
>on the AC web site for a years and print all about it in AC when you
>won it... But tell everyone what a joke it is when ST+ wins it..
I didn't anwer the question in detail because it was so wide of the mark I didn't know where to start but since you're obviously desperate for a detailed
rebuffal here it comes...

Atari Computing is naturally pleased whenever it is awarded anything positive.

Bob Paton has sole control over our web pages and looks after them in his spare time. The extent of my involvement with our web pages over the last two years has been to say, at least twice now, "Keep up the good work" so whatever is online is his choice not mine, nor Mike's nor anyone elses.

When you say "Print all about it in AC" you haven't got a clue what we published have you? For your information, and other non-subscribers, we ran almost identical news items for the Atari Times awards both years running and I personally congratulated ST+ on the best paper magazine award.

If you read the thread again you will see I did not "tell everyone" the award is a joke. I mentioned once in this backwater of a thread, in this backwater of a newsgroup, that I found it hilarious dead magazines were voted for. I found it just as hilarious last year but since I wasn't in this newsgroup then it obviously didn't come up in conversation.

IME your postings neither invite nor deserve detailed replies. Every reply to you takes time away from the positive things I do for the Atari scene to which AFAIKT you contribute nothing apart from bad feeling.

See you in Stafford?

Regards

Joe
http://www.cix.co.uk/~inactive/

194. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7e90va$l96$1@plutonium.compulink.co.uk>
Source record: 81404

Hi Tony,

Tony Greenwood wrote in message <3714f0cd.49325159@news.freeserve.co.uk>...
> Hey! "Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk>

>Your missing the whole problem here.. you made remarks in usenet
>comp.sys.atari.st but wan't to explain them at a show I can't attend..
I don't think I'm "missing the whole problem" - AFAICS you're pretty much
the only problem kicking around for me to deal with ATM.

It's a real shame you can't make the Spring SAMS'99 show - I should have
realised
you'll be too busy posting to this newsgroup. Maybe you'll be freed up in
time to make the November Show?

>Will all of usenet that read your remarks be there?
Certainly most of the people that have taken part in the thread will be.

Regards

Joe
http://www.cix.co.uk/~inactive/

195. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <1cUN2.9182$5p5.7077@news1.telusplanet.net>
Source record: 81405

> Ho its just an error that you make a profit..damm how upsetting that
> must be for you.

Hello Tony,
Your posts sound like they are written by an angry little kid who
couldnt get into lawschool.
Its ironic though, because compared to most people here, I am a
little kid..

Ah well, Its easter vacation and I still have 1 week of no
school! :)
Happy easter!

PS any chance any Atari show will ever be held in Canada??

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

196. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990405024920.16995B@ataricomputing.compulink.co.uk>
Source record: 81406

In article <37071fa7.0@news.madhouse.uk.com>,
roy@REMOVEincontrolinternet.co.uk (Roy Goring) wrote:

> COME ON THE REDS!!!!!!!!!!!!!!!!!

But which side are the reds? :)

Al

197. Re: REQ:Band in a Box styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7e97vh$5e2$1@news.ncal.verio.com>
Source record: 81407

On 4 Apr 1999 10:32:47 +, "jon rasmussen" wrote:
>does anyone have any new styles that they would consider posting to the
>newsgroup
>
>TA
>RAS
>
>
>.
This deserves a question.

Is there a Band in the box user Newsgroup?

Or do you propose posting to THIS newsgrp which I think would be
frowned upon..(no binaries files)

However I belive that Atari users of Band in the Box should sopport
each other, as only ver 5 is available for our platform .

The real meat in the program IS user styles. That is where the
Algorithmic possabilities can occur.

Comments?

Tim

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

198. Re: Atari Monitors

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7e98et$5e2$2@news.ncal.verio.com>
Source record: 81408

On 4 Apr 1999 13:59:03 +, "Kris Van Deuren" wrote:
>Hi there,
>i've been using my atari 520 for a few years now, mainly for making music
>recently my monitor went up in smoke
>finding one is a hard case
>only a day a go a bought an 1040 and an ST4 from a guy for a really good
>price. There was a commodore Amiga monitor (color) with it. The monitor
>seems to work fine on the 520,1040 and st4.
>Some games i got along a really nice.
>The problem hower is that when i startup my cubase 2.0 i only get a 1/4
>(quarter) of the original cubase screen.
>it seems like the screen is blown up to four times the monitor size
>since i have a few gigs/concerts coming up soon i really need
>my cubase working again.
>can anybody help me with this problem?
>regards
>Kris.
>
>
>Yes I think I know your problem.
Cubase will not work in ST medium. Only ST High. So when you try to
display in Med res, you get the wierd sizing problem.

What you need is a ST High Res emulator. Sebra is a good one. look on
the Atari FTP sites under emulators. Hallvard recently posted his list
FTP list a few days ago. Check it out.

Tim

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

199. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923286886-365120AEicMi@ping.be>
Source record: 81409

Roger Cain <rcain@znet.co.uk> wrote on 05-04-99:

Hi Roger,

>>I wouldn't mind getting one of them, I was wondering though if the
>>multisync monitor would let you do all 3 ST resolutions?
>
>Some do, some don't. The NEC 2D used to be the favourite for Atarians
>as it would do all res. with no problems. They are a bit difficult to
>get hold of nowadays.

Surely you mean the NEC 3D? AFAIR the NEC 2D couldn't handle the ST high resolution.....
The NEC 4D, AOC 346, SONY 1435 and CTX GL 300 can also display the three ST resolutions. There was also a NEC GS which could display the three resolutions in gray scales. But like you said, they are difficult to find and when you do find one....they have a long life behind them....

IMHO the solution I posted a couple of days ago, is the better one. With a VGA Tuner you can enjoy the three resolutions on all new monitors. A brandnew monitor doesn't cost that much anymore these days and the picture quality is much better also. Another advantage is that a lot of the new monitors also have speaker build in, with the NEC 3D ect.. one had vision but no sound...

If one is willing to spend a bit more money he could even attach the tuner to a LCD Screen or a 21" monitor....
Just imagine: switching between Papyrus and the Teletubbies, takes just a twist of a switch.-)

Using Katherine Ellis words : "Lets move on..."-)

Cheers from Belgium
Dennis

200. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <370834D1.237A1974@ihug.co.nz>
Source record: 81410

Hi there,

Guy Harrison wrote:
>
> On 1 Apr 1999 21:28:21 GMT, ethh@enemy.org (ethhoack ethandphi
> exbeess) wrote:
>
> >for anyone who doubted, this article was an april's fool. i haven't wasted 2
> >months salary in a crapdoze platform and i am still 100% m$-free.
>
> Ah, but we got it on the 31st, so how were we to know? ;-)

Thats a problem with living in the UK! The original post came from
somewhere that had clicked over to the 1st before the UK did! :)

Here in New Zealand I've got no option but to receive email on
the day it was created or later!!... ;^)

Also, I don't think NZ being first in the world to see the new millenium
in is that huge an honour...just means I'm 1st to get more grey hairs! :)

> guy@swampdog.demon.co.uk
> http://www.swampdog.demon.co.uk

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

201. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7e9st8rtq2@news.inet.tele.dk>
Source record: 81411

>From: jesper.brannmark@swipnet.se (Jeppe Brï¿½nnmark)

>I just tried to access milans site at www.milan-computer.de and
>got the message:

The Milan site is up again!

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

202. WTB Music Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7ea05u$3ph$1@news6.svr.pol.co.uk>
Source record: 81412

I'm looking for Steinberg Soundworks Mirage and Steinberg Soundworks Emax.

Can anyone help?

Thx

203. FS/T: Atari ST games [04/05/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3712883a.22403774@news.nls.net>
Source record: 81413

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/05/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 3.00 California Games (Epyx)
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 2.00 Final Assault (Epyx)
$ 3.00 GFL Football (Gamestar)
$ 2.00 Lands of Havoc (Antic Software)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 2.00 Prime Time (First Row)
$ 3.00 Quadralien (Spinnaker)

$ 3.00 Renegade (Taito)
$ 3.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)

SPECIAL: Buy one (1) of each listed title and receive 10% off.

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

204. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990405024919.16995A@ataricomputing.compulink.co.uk>
Source record: 81414

In article <370a39bf.2455938@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> AC of which you nor I am sure AC have any right to publish.

You opened the door on the subject Tony and were being deliberately
obtuse. I stated a non controversial fact.

> We will be finding out....

Go for it :)

Al

205. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7e9uck$1ht$1@roch.zetnet.co.uk>
Source record: 81415

On 4 Apr 1999 10:08:05 G, Tony Greenwood wrote:

>Well that's at least two of us having fun :))

. and at most.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

206. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7ea40c$24n$1@roch.zetnet.co.uk>
Source record: 81416

On 5 Apr 1999 05:32:48 +, Dennis Vermeire wrote:

>Surely you mean the NEC 3D? AFAIR the NEC 2D couldn't handle the ST high
>resolution.....

Agghh! I did, you're right :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

207. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7ea7r1$9jc$1@plutonium.compulink.co.uk>
Source record: 81417

On 4 Apr 1999 22:33:42 G, Tony Greenwood wrote:
>
> Hey! publish@cix.co.uk (Mike Kerslake)

>Actually no not really Mike.. I really don't have any hard feelings on
>the matter.. I don't really care how AC business is run. whether it

But you so obviously do, because you've made such a big fuss about us being a 'profit' making company! Do we question you about the profits you make from your web design services? NO, of course not!

> I have no problem with AC..I have no intention of arguing with you.

I'm not arguing with you, just putting the simple indisputable facts in front of you, which you try to ignore when it suits.

>You are fueling an argument that does not exist , I am going to
ignore
>your insults and refuse to be drawn into such pettiness. I am sorry to

What insults? This is the usual tired response when you can't find fault with the true facts of the matter.

And we're still waiting to hear all about the positive things YOU do for the Atari scene BTW. And while we're at it let's take ST+ out of the equation completely, after all we don't see any hostile postings here from Rich and Gordon, and they were quite happy to sit and talk with Joe and I and the rest of the AC team for hours at ACC'98 and eat the sandwiches AC provided in the room that we paid for and made available to ANYONE irrespective of what organisation, company or magazine they represented. Rich and Gordon (respectively ST+'s editor and layout person BTW for non-ST+ readers) were more than happy to accept our hospitality and thanked us for providing it and for organising an excellent show. We were very glad to see them there and Rich made most of AC team a cuppa the night before as we were all setting up our respective stands! There is no rivalary or animosity between AC and ST+ AFAIAC.

However, at the end of the day this whole thing boils down to you persuing some personal vendetta which you have already privately told me the cause of. It's nothing to do with two totally different magazines and their respective hard-working teams is it, it's YOU feeling aggrieved over something that happened years ago at the very confused start of AC!

Again I ask you to publically tell everyone the cause of your anti-AC feelings. I respect your privacy and right to remain silent on this point, but perhaps revealing it might help others to understand why you dislike AC so much?

>None of your post has anything to do with the problem other than I
>suspect trying to take us away from the truth..

Eh, what!!! Do you really sincerely believe that everything anyone connected with AC says is all part of some sinister conspiracy? All of the AC team are individuals with often widely differing approaches, we don't sit here for hours concocting little plots to ensnare you in, or holding committee meetings on how we are to present the 'party' line to the masses. You might like to dominate and control your own personal little world, but that isn't the case here where you must allow other individuals to state their case without fear of ridicule and unwarranted hostile responses. This is Usenet not some Fascist virtual state! FYI I have had no contact at all with Al or Joe about this thread or anything else, we're all too busy getting on with our real lives to worry about plots, sub-plots, black propaganda, disinformation, misinformation, dead letter boxes, safe houses, secret houses, James Bond, etc etc.... ;-)

WRT to your question to Joe:

>Please don't change the subject this time.. you have already got Mike
>worked up and got Al in a lot of trouble...

Tony, you haven't got me worked up at all, however I'm so sorry that you don't find me worthy of your undoubted wit and intelligence, I guess that just stating some simple facts and asking you to provide proof of something positive that you do doesn't give you much to go on does it? Facts and truth are so boring aren't they?

But it's not good manners to include questions for other people in responses supposedly to me is it? As you so often take others to task for infringements of netiquette etc I am rather surprised at your lapse here. Let us hope that this doesn't happen again.

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

208. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7eaa00$2o3$1@roch.zetnet.co.uk>
Source record: 81418

On 3 Apr 1999 10:51:05 , "Joe Connor" wrote:

*S*N*I*P*

>Apart from the dozens of general computer and electronic stands there will
>be plenty of dedicated Atari vendors. Here's a partial and provisional line
>up so far:
>
>* SysSols
>* Titan (TBC)
>* Electronic Cow
>* ASP
>* 16/32
>* Portfolio Club
>* CyberSTrider
>* Falke Verlag (ST Computer)
>* Console Centre
>* Web.Wizard Matthew Bacon
>* HBASIC boy wonder Paul Jones
>* Maggie Team
>* Atari Computing
>* User groups
>

Umm...I sent off my cheque ages ago for my stand, at the same time as I
sent the one in for my advertising in ACC, but neither of them had been
presented as of a coup[le of days ago.....do I have a stnad?....Is my
advertising paymetns up to date?......

chrisc, worried proprietor of ASP.....

209. UTSI update news

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3708bdf23e0abf0@ping.be>
Source record: 81419

Hello,

There are now 1120 program listed in the Ultimate TOS Software Index AKA
"UTSI".
Since the last update I've added 10 new entries of which I can only
remember 9

AUDIO/MIDI *SC55*: MIDI editor for Roland SC55 synthesizer

GRAPHICS: *MUHWIE*: ASCII-art player

PROGRAMMING: *TT-DIGGER*: TT-Digger is a program designed for digging in existing
software,
for instance: TOS-ROM.

UTILITIES/DIVERS: *AB040FIX*: Patches many applications to work better on
the AB040. A list of patched prg's (e.a. Cubase Audio
Falcon) is included

INFOMAT: Show system informations like coookies, free memory, etc...

JULIADRESS: Address database with phone options

XINFO: eXtended data INFormation. Very powerfull
tool. After a long time of silence the author is
working on XINFO again.

UTILITIES/DRIVERS: *NOVA266*: Nova Graphic Card driver for the Afterburner 040

NOVA_SW: Small patch for NOVA users using TK 4.09 (68040 ToolKit)

I've also corrected a few not working links but unfortunately there are
still quite some non-working links.

Please report me every dead link which isn't marked already as dead. Also
if someone know the new URL of the dead links please let me know. I'll
correct then ASAP.

TIA
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

210. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7eacdnefj3@news.campuscwix.net>
Source record: 81420

```
On 4 Apr 1999 10:57:30, Derryck Croker wrote:
->in message <7e530c$rc6$1@news6.svr.pol.co.uk>
-> "kevin dermott" wrote about 'Re: SAMS '99 (Spring All Micro Show)'
->
->> * Falke Verlag (ST Computer)
->>
->>
->> I wonder will he be bringing the English version of HP Penguin Pro .I
->> bought it at the last show and it's all in German, useless to me
->
->Grab and then register a copy of GEMTrade and start translating?
->
->--
->/----------------------------------------/
->/ The Cheshunt Computer Club Herts UK /
->/ http://www.cix.co.uk/~derryck/index.htm /
->/----------------------------------------/
->.

Been there, done that, and it still doesn't work. Sent e-mail to the
author, no reply. ;-(

In case you are wondering, I can register it, but then once I quit
the program and restart it, I have to re-register every time... No
fun...

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

211. Re: Need help with Internet connection!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923321039.4876.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 81421

Doctor Clu wrote in message <37083C45.5B47@geocities.com>...
>Not all that servier really... I have all the things setup....
>
> Stik (newest version)
> Cab 1.5 (hey, it's free)
> Newsie
> Cab.OVL
>
> Alright, all has been setup and worked fine under a mint system
>Falcon. Myself, I'm using a 520 ST upgraded to 4 megs.
>
> I load Qdialer, and the file goes through the login prcess just fine.
>It dials, send the login and password... and then .. does nothing. I'm
>not sure but I think it locks up.
>
> What are we single tos folk supposed to do at this point?

I think the problem may be STiK: AFAIK it only does SLIP (ie not CSLIP or PPP) and many ISPs only do PPP now. You'll need to change to STinG if you want to use a PPP connection.

Was the MiNT system actually using STiK to dial into the same provider (in which case something else is wrong)?

Or was it using MiNTnet (which does PPP) or using STiK with a different provider (who provide SLIP as an option)?

BTW what is Qdialer? Is it the STinG-similar STiK dialer by Peter Rottengatter or something else?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

212. TT technical stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3708b90c521940@holleman.demon.nl>
Source record: 81422

Hi,

I've used this rainy second Easter day to do some maintenance again on my system. Took the TT completely apart, removed heaps of dust etc and while doing so I noticed several items that ask for explanation.

So this one's for the TT (technical) experts:

1. Just in front of the printer port, there are 3 connectors on the mainboard, a 4-pin J602, a 10-pin J606 (?) and another 10-pin J902. I gather J606 and 902 are the serial port connectors. Mine have been removed. In fact I do need them operational again because of future expansions. Are there connectors ready available? What is the J602 for?

2. Just left of the terminator sockets is another connector, J102. What is this one for?

3. The speaker is hooked to J803, a 3-pin connector, but only 2 pins are connected. You can hook it to the upper two pins, or the lower two ones. Anyone knows details?

4. Below the lower left corner of the ST-RAM board are 3 jumper sockets,
W603 (here set on the lower position),
W601 (here set on the lower position), and
W602 (here set on the upper position)
You guessed it, what are these for?

5. Finally, the J203 or dipswitch. I've got nr. 7 "ON", the rest is "Off". What are the various numbers doing in fact? I gathered one is for DD/HD floppydrives, but I don't know which one and I forgot about the others.

BTW: contrary to what I've said before, this one's got a Motorola 68030 inside, not an Intel one (I've got a friend with an Intel-made 68030 in his TT).

Meanwhile the system is up and running again.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

213. Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7eaies$2qpc$1@hub.org>
Source record: 81423

OKay, I'm flamebait for this one ;)

Whats the most conveniant OS to run on an ST? I'm not into music, if that matters. I was an old time Atari man from way back, with a many-year hiatus.. I used Mint way back when it began, before it was really useful. It woudl appear to be a big contendor these days..

What OS choises are there? MagiC? Geneva? MultiTOS? Mint? (Is multitos just mint?) OS9? (always cool, but nowhere to find it now, for the ST) Anything others?

Geneva seems not too bad, and reasonably inexpensive. Decent package if bundles with Neodesk4... but is that too much RAM consumed on a 2mb ST? What about the others? Opinions? Comparisons? Is there a FAQ?

Jeff

--
--
"It's murder out there. You can't even travel around in your own micro circuits without permission from 'Master Control Program'. I mean, sending *ME* down here to play games.... Who does he calculate he is?"

214. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eaj06plh1@plutonium.compulink.co.uk>
Source record: 81424

On 5 Apr 1999 01:18:53 G, "Bengy Collins" wrote:

>Its ironic though, because compared to most people here, I am a
>little kid..

But you've provided a most excellent web site which is of use to many
people!

Some (good) kid!

:-)

>Ah well, Its easter vacation and I still have 1 week of no
>school! :)
>Happy easter!

Have a virtual egg on me! :-)

>PS any chance any Atari show will ever be held in Canada??

Pay our fares and we'll put one together!

:-)

Kind regards

Mike Kerslake

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Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

215. Cubase 2.03 Atari (affichage notes)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: "F�lix T. Atlatl�o VINCENT" <felix.vincent@wanadoo.fr>
Message-ID: <7eao5f$475$1@platane.wanadoo.fr>
Source record: 81425
Cross-posted to: alt.steinberg.cubase,fr.comp.sys.atari,comp.sys.atari.st

Y� Pa !,

My son has Cubase 2.03 on Atari Falcon from his uncle but the main disquette
of programs is damaged so what is necessary (module)
to prompt , "key signature" and notes (ex: to print them).

Thank-you for soon answer.

Mon fils poss�de Cubase 2.03 pour Atari Falcon de son oncle, la disquette de
programmes �tant ab�m�e que faut-il (module) pour afficher les clefs et
notes et les imprimer �ventuellement (en attendant une r�ponse de Steinberg
France par ex:).

Merci pour votre rapide r�ponse.

216. FS: MEGA ST2 $180.00obo +

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <GI5O2.1168$Ex3.151091@newshog.newsread.com>
Source record: 81426

From: JSF <jsfcomsrv@vcnet.com>
Subject: FS: MEGA ST2 $180.00obo +
Date: Sunday, April 04, 1999 4:53 PM

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

217. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eaq6vobt1@plutonium.compulink.co.uk>
Source record: 81427

On 5 Apr 1999 13:25:14 G, Tony Greenwood wrote:
>
>
> Hey! publish@cix.co.uk (Mike Kerslake)

>>But you so obviously do, because you've made such a big fuss about us
>
>So me repeatedly saying I don't is to be ignored ?

You can't say one thing and then change tack and pretend otherwise!
YOU are the one that appeared to be so upset when you 'revealed' that
AC is a profit-making company and then harped on about it a few
months ago in this newsgroup - personally I am upset that it doesn't
make a real profit, because then I could be reimbursed for the
thousands of pounds I have spent or lost during my involvement with
AC. Please note I have no wish to 'profit' from AC or the Atari scene
before you start going down that path, just reimbursed my expenses!

>The fact is I do not have any bad feelings towards AC. Full stop!..Any
>comments made in this thread have been "responses to questions".. It
>would seem that if you don't like the response then you call it an
>attack...hmmm..

In the past you have made certain allegations and ill-informed
statements, I have answered these with the facts, you grudgingly
accepted most of my responses for the truth that they were. I am not
attacking you, I am responding as always to your statements with
facts and simply questioning why you continue to attack AC for no
other reason than a personal one which should have been buried in the
mists of time!

Even though you had a personal apology and explanation from me WRT
the 'real' reason that lies behind your attitude to us last Summer
when you finally told me of your 'problem' with us, you simply cannot
accept this as a suitable and genuine conclusion to the whole affair.
Instead you carry on sniping at us, and you will obviously not be
happy until you completely destroy AC and probably pee-off many
decent Atari users into the bargain. I include in this some people
that you probably regard as your 'mates', one even told me how he
groaned every time he saw one of your anti-AC postings and assured me
that he didn't go along with what you were saying.

For someone that professes to love the Atari scene and has
self-appointed himself as its moral guardian you aren't doing a very
good job are you?

>I don't personaly subscribe or read it because there
>is nothing in there for me personally.. Is that so strange or hard to
>come to terms with...

Not at all, but that's not what lies behind your attitude to AC is it? If you find nothing of interest in AC for you, then that's fine, you're probably not alone. But we don't see other ex or non AC readers continually popping at us at every opportunity do we?

>I will not respond to your recent postings because they are aimed to
>provoke. Anyone with half a brain can see that.(Cue childish remarks)

You won't respond because you cannot face simple facts. By not answering or responding to me you will leave others to draw their own conclusions. Only you see provocation at every turn, but then again it's a convenient wall to hide behind isn't it? You continually provoke others, not just me and AC, yet they respond to you, they don't run away, they argue their view/case here in public. Are you so superior to the rest of us Tony that you won't debate things in such an open and fair way?

>Be honest. read your last post.. what on earth was running through
>your mind?

I am simply trying to get you to see things for what they REALLY are, not what you appear to think they are.

You told me yourself in the ST+ mailing list last year that you always found me truthful and straight in your dealings with me, there has been no change in my behaviour I'm happy to say.

Kind regards

Mike Kerslake

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Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

218. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eaq71obt2@plutonium.compulink.co.uk>
Source record: 81428

On 5 Apr 1999 13:45:13 G, Tony Greenwood wrote:
>
>>we were all setting up our respective stands! There is no rivalary or
>>animosity between AC and ST+ AFAIAC.
>
>I absoloutly 100% agree.. I have never ever suggested otherwise.. has
>anyone ?

Yes, one of ST+'s team, but only WRT rivalary.

A simple examination of the contents of the respective magazines soon
showed that there was no way we could be construed as rivals - two
entirely different publications. A fact accepted and acknowledged by
me and the ST+ person

End of discussion......

Kind regards

Mike Kerslake

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Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

219. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7earr0$9j8$2@irk.zetnet.co.uk>
Source record: 81429

>TT 6Mb/MagiC 5/NVDI 4

My STe has 6mb/Geneva/NVDI 4 :)

You be running an inferior OS <VBG>

See AC#5 Multitasking for further information :)

AM.

I think therefore I AM.

220. Re: We need a Telnet client with Zmodem...

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3708ff88289ed11@smok.krakus.top.pl>
Source record: 81430

On Sat 03-04-1999 21:22 (-0500) greg_evans@delphi.com wrote:

>Am I the only who uses Telnet regurlarly and would like to be able to
>upload and download while connected? I do it all the time with CommNet
>on my PC, but I have yet to find an Atari equivalent. I belive Peter has
>refused to update Telstar with this capability. I hate having disconnect
>from my Falcon, reconnect with my PC just to download a file while
>using Telnet.
>
>Greg

Hi Greg,

Try ftp. You can do it with NEWSie - it's the simlest way.
The another solution is GAPFTP.TTP by Gary Priest.
It features very powerful scripting capabilities, that allow totally
automated uploading/downloading of files.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

221. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990405183055.49775A@ataricomputing.compulink.co.uk>
Source record: 81431

In article <371f9630.6504176@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> "Go for it" You say.....

I published your name (which you also do) and one simple fact, ie when your last subscription expired. I did not (nor would I) publish any private information about you ie address, telephone number etc. I have regularly had correspondence from subscribers, both private and public regarding their subscriptions. That is what I was doing with you.

This is not an apology, it is not being made in a jokey fashion, it is a simple explanation of my posting. In the event that the data protection register believe that any infringement has occurred they can get in contact with me at the admin address as published in Issue 12 of Atari Computing.

A personal thought.

CSAS is an open forum and is used for communications between Atari users worldwide. It is one of the few such forums that all online Atari users have access to and as such is of vital importance in keeping the few of us that are left in communication.

I am happy to say that I have met many of the Atari users I first "spoke" with on-line, and have made several good friendships in the process, friendships that I will renew on April 18th.

Your attempts to push people in the direction you want them to go, force your views on them and your attempts at bullying demean both yourself and the other users of this newsgroup.

Al

222. Sad nostalgics only, mags FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <7eaujf$5p1$1@roch.zetnet.co.uk>
Source record: 81432

Hi all,
A unique chance to own a bit of rubbish/history (delete as required).
10 bound vols of the "Home Computer Advanced Course", over 1900 colour pages covering computing in the 1980's. Includes items on Atari (8&16bit)/BBC/SPECTRUM/MAC/C64/ORIC/MSX/ and some rather exotic machines from those innocent times. Everything from game reviews to teach yourself machine code. Helpfull advice such as "don't pick too high a resolution monitor as by blurring the pixels a more pleasing picture is achieved". It will make you laugh and cry! Just 10pounds, if you want it posted it'll be 20pounds.
Regards, Steve.

stevegreen@zetnet.co.uk *** Dorset- England *** 01258817841

223. Re: WTB Music Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7eaun8$256$1@news2.xs4all.nl>
Source record: 81433

On 5 Apr 1999 10:38:57 +, "rew" wrote:
Hi,
I only got Samplemaker for you.It's for the Mirage and the Emax.
React if you want it
Jos

224. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Jo Even Skarstein <joska@pingle.nvg.ntnu.no>
Message-ID: <7eauvg$l23$1@snipp.uninett.no>
Source record: 81434

Jeff Mitchell <skeezix@loner.icomm.ca> wrote:

> OKay, I'm flamebait for this one ;)

> Whats the most conveniant OS to run on an ST? I'm not into music,
> if that matters. I was an old time Atari man from way back, with a

What do you want to use it for? If you simply want to run GEM-apps in a convenient way, use CAB and a e-mailer I'd say MagiC is your best choice. Geneva is also very good, it's very stable and very compatible with older apps. The downside is that you're a bit restricted (GEM only) with these, and MagiC is expensive (the updates too).

If you're a hacker and want to play around with the OS itself and still want to run GEM-apps go for MiNT/N.AES. It's very stable and fast, but it takes some effort to install and configure if you want to go all the way with a unix-like setup. It's a lot of fun to hack around though, and it performs very well compared to MagiC and Geneva.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

225. FS:Atari Mega ST W/Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: erikdan1@gte.net
Message-ID: <7eb7mqcpn1@nnrp1.dejanews.com>
Source record: 81435

```
4mb includes monochrome monitor
Cubase 3.01

300 dollars OBO

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

226. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923343522.17445.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 81436

Hi Jeff,

Jeff Mitchell wrote in message <7eaies$2qpc$1@hub.org>...

> OKay, I'm flamebait for this one ;)

You do realize you've just opened the gates of hell, don't you? :-)

Before anyone stars blowing fuses, what follows is all IMHO and YMMV drastically.

> Whats the most conveniant OS to run on an ST? I'm not into music,
>if that matters.

It does: the most common MIDI apps (Cubase and Notator) really don't get on with the newer OSs. I think most people would boot plain TOS for those apps rather than struggling.

> I was an old time Atari man from way back, with a
>many-year hiatus.. I used Mint way back when it began, before it was
>really useful. It woudl appear to be a big contendor these days..

It's now very usable, but you need add-on software to make it really usable for normal Atari apps (see below).

> What OS choises are there? MagiC? Geneva? MultiTOS? Mint? (Is
>multitos just mint?) OS9? (always cool, but nowhere to find it now, for
>the ST) Anything others?

To get the really obscure out of the way, there was a brief thread here a short while back which mentioned esoterica such as OS9 and SMS2 - do a search on Dejanews for it to find out more.

I'm assuming that you have a hard drive: if not, I'd say you were better spending money on that initially as you'll miss most of the benefits of an OS upgrade without it. That said, if you have TOS 1.0 you will probably have problems with a hard drive and 1.2 isn't much better by all accounts unless you have patches installed. In which case upgrading the OS becomes more urgent.

For general use things boil down to two main divisions:

a) Single tasking

TOS: if you have a reasonable version (ie not 1.0 or 1.2), you could do worse with limited resources memory-wise. If you have 2 megs, adding in a replacement desktop would be a good idea - I'd recommend Teradesk, YMMV. TOS 2.06 and later has a reasonable desktop (Newdesk) anyway.

b) Multitasking

Firstly, I'd hesitate to recommend multitasking in less than 4 megs, not because it won't work, but because you'll have so little memory left for apps once the OS is loaded that it isn't worth it. It depends what you want to do: you might get away with one main app and a couple of utilities, but anything more ambitious could be a squeeze. It could be more useful for net access, where some of the apps such as POPwatch and NEWSwatch are quite small and it's handy to run them in parallel.

As a guide: on my 4 meg STE with MagiC5, NVDI4, STguide and COPS loaded as accs, I have just over 2 megs left for apps once booted. I'm sure it could be increased by reducing the size of NVDI's caches etc, but you can see why I think you might be squeezed in 2 meg.

That said, here are the options:

1. Geneva/TOS

This is an oddity in that it is only co-operative multitasking, but you can run it over MiNT to get full pre-emptive multitasking. Under co-operative, a program can hog the processor, stopping background processes from running. This may be a problem for some people, not for others. Geneva/TOS is more suited to task switching (ie running more than one program and switching between them where it doesn't matter if background processes seize up), though I'm going on hearsay here as I haven't used it. It certainly has its fans, and has a reputation for being very compatible.

2. MagiC

I'll declare a bias here: this is my OS of choice, and particularly suited to STs as it is quite frugal with RAM if you use the supplied Magxdesk desktop, and it replaces the whole of TOS (TOS effectively just acts as an OS loader at bootup). It also has the advantage of accelerating STs (compared to TOS) when running just one program. It lacks some MiNT features which upsets some people, but generally these things are rather esoteric and for *most* purposes you won't miss them. Compatibility isn't bad but there are some programs it won't get on with and others where it's on the edge. Most recent apps will be fine. I hasten to add that this is the case with most replacement OSs - older programs were not designed to be multitasking friendly and are always going to be problematic.

3. MiNT with replacement AES

MiNT on its own won't multitask more than one GEM application. It doesn't replace all of TOS, so without a multitasking AES it uses the old TOS GEM and that's limited to single tasking. It will, however run lots of text apps and background processes so this kind of setup has its uses.

It also has a Unix mode, where you are effectively running a Unix system with Atari compatibility: this lets you run all sorts of ported Unix net stuff, for example. There are various distributions, such as the TAF package and KGMD (both a bit out of date, I gather), including some semi-commercial packages such as MiNT98.

To run multiple GEM apps, you need a multitasking AES. Here are the choices:

i) MultiTOS (AES 4.0). This was commercial from Atari, and is slow and buggy.

ii) AES 4.1. This was Atari's followup to MultiTOS which was never finished/released. It's faster, but has a whole load of bugs of its own. Technically this is unreleased commercial software, but you can find it on the net.

iii) Geneva. Geneva/MiNT isn't supposed to be too stable, but some people have found it works to their liking.

iv) N.AES. This is the finished commercial AES4.1 (unless I've misunderstood), and is available from Germany. Comes with the Thing desktop and has a very good reputation. The one to go for in teh MiNT world, by all accounts.

v) Freeware AESs: oAESis and XaAES. Neither of these is finished or really usable, and both seem to have died as projects - curiosities, really.

> Geneva seems not too bad, and reasonably inexpensive. Decent
>package if bundles with Neodesk4... but is that too much RAM consumed on a
>2mb ST? What about the others? Opinions? Comparisons? Is there a FAQ?

I don't know how much RAM Geneva/Neodesk would take, so I'd suggest MagiC if you want to go in this direction and can afford it, though add in NVDI (which many newer apps will need irrespective of OS) and you'll be pushed for RAM. You can try out MiNT for free, though I suspect you'll find you use too much RAM.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

227. Re: FS:ICD LINK +128HD

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <37091C13.A79A849D@studio9.demon.co.uk>
Source record: 81437

Hi mark, may well be interested in ICD link and HD. Could you tell me a little about HD, ie original manafacturer and also if ICD LINK will support a ZIP+ drive (there the ones that supposedley auto detect scsi or parallel). Also where are you in the UK?

Jim
(Brighton)

mark arstall wrote:

> ICD LINK PLUS DMA CABLE
> SOFTWARE,FORMATTING ETC..
> 128 MEG SCSI HARD DRIVE
> ï¿½60
> mark@fairy-jig.freeserve.co.uk

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

228. looking for a atari tt surveillance camera

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <9t7dDY7s8ebB-pn2-3mEUXoiFbrpv@localhost>
Source record: 81438

looking for a b&w surveillance camera for tt, make an offer.

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
"don't take your brain for granted ... it's the best friend you'll ever have."
lisa simpson

229. Re: converting songs .cub and documents from redacteur

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eb728$1n2$1@news3.isdnet.net>
Source record: 81439

**** a R&#65533;crit dans le message <7dns4q$1i6$1@nslave1.tin.it>...
>i've got a problem concerning the conversions of songs recorded in cub
>format on an atari st to midi files (i'm perfectly capable of doing it on
my
>1040ste but it's such an annoying operation i'd really would like to
>accomplish on my pc using a converter).

Cubase on the PC can read Cubase .arr and .all files from any platform. For
the R&#65533;dacteur, you're stuck.

```
>Also i cannot import documents written in "redacteur" to word 97 if i don't
>previously save them in ascii.Is it possible to do it with a converter?
>
```

```
Nope, unless you write a converter.
```

230. Re: Ghostlink.

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eb72a$1n2$2@news3.isdnet.net>
Source record: 81440

Wojciech Hartman a écrit dans le message
<3704D102.950F0FF6@friko3.onet.pl>...
>guitarra@afn.org napisa(a):
>>
>> Ghostlink works very well here. Make sure to select the right
>> speed and port for both machines.
>>
>
>I was trying to use a standard serial cable for connection of two pc's
>(for gaming and data transfer). Is that ok or do I need a special cable?
>

You need a null-modem cable, not a standard serial cable. Also, try running
the PC-slave program in plain DOS instead of a windows DOS box. I found it
worked better that way on my PC.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

231. Re: RAM for 520ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eb72a$1n2$3@news3.isdnet.net>
Source record: 81441

j_dahl@my-dejanews.com a crit dans le message
<7dolqcomi1@nnrp1.dejanews.com>...
>Jeez,
>Imagine that, a snooty reply from a Frenchman!
>

Hey, it might have sounded snooty, but it's rather annoying to have to issue
the same remark several times a week. I'm sorry if you felt offended.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

232. Re: REQ : Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eb72b$1n2$4@news3.isdnet.net>
Source record: 81442

Renaud Teisseire a crit dans le message
<7doo07rri1@platane.wanadoo.fr>...
>Can anybody send me the lastest version of Cubase that can run on an Atari
>1040ST ?

The last one would be Cubase 3.01.

>Or maybe tell me where I can find it ?

Check out your local ads or ebay or... good luck!

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

233. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7eb7f1ngp1@hub.org>
Source record: 81443

>What do you want to use it for? If you simply want to run GEM-apps in a

Thats the real question, isn't it?

Not sure :) I'm mostly just going to tool around -- I've got a
good PC running Unix at home, and a pile of Unix boxes at work.. which
happensd to be at an ISP. So I've got great connectivity, et al. Mostly,
I'm an old Atari man and wanted to fiddle around with some of the newr
applications that've come out..

I'm interested in screwing around with Mint to see if I can get an
X11 setup going. That would impress the hell out of me. Since theres no
ethernet for the ST, it'd have to run over the serial port, which would be
slow.. but amusing :)

>convenient way, use CAB and a e-mailer I'd say MagiC is your best
choice.

How much RAM does MagiC take up, minimum?

>Geneva is also very good, it's very stable and very compatible with older
>apps. The downside is that you're a bit restricted (GEM only) with these,
>and MagiC is expensive (the updates too).

Seems Geneva is a small footprint, which is good. Neodesk might be
slick, but I've never heard of Thing or the others that've come out
freeland..

>want to run GEM-apps go for MiNT/N.AES. It's very stable and fast, but it
>takes some effort to install and configure if you want to go all the way

Is there documentation? Since I'm a unix guy, Mint shouldn't be
hard to get working. I don't know anythign about it, right now, though..

Is there a port of Emacs for mint?

>with a unix-like setup. It's a lot of fun to hack around though, and it
>performs very well compared to MagiC and Geneva.

Since its free, I guess it shoudl be my first choice, and see how
it goes.

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

234. Re: TT technical stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-05 00:00:00 UTC
From: atari@bright.net
Message-ID: <7eb7eg$26$1@cletus.bright.net>
Source record: 81444

On 5 Apr 1999 14:22:06 G, Louis wrote:

[snip]

>5. Finally, the J203 or dipswitch. I've got nr. 7 "ON", the rest is "Off".
> What are the various numbers doing in fact? I gathered one is for DD/HD
> floppydrives, but I don't know which one and I forgot about the others.

One of them controls the _SND cookie value. I know this cause
when I firt bought my TT all DMA sound software told me I had no
such hardware much to my suprise. The dealer told me to lift the
HD bay and flip a dip switch to correct it which it indeed did.
I forget which one it was, that was several years ago.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

235. Asante Ethernet to SCSI movement still alive?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: "Brian T. Hutchinson" <brian.hutchinson@ericsson.com>
Message-ID: <370A41C1.CA4085B7@ericsson.com>
Source record: 81295

I've been away from the group for a while ..... I found a store that had Asante FriendlyNet Adapters they were trying to get rid of.

I picked up the last 10 BaseT/BNC adapter but there are 10-15 BNC adapters I can get if the SCSI Ethernet project is still alive and anyone needs it.

Thanks,

Brian

236. SCREEN SPACE

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7edgreehg1@news5.svr.pol.co.uk>
Source record: 81296

Can anyone tell me if there is a program that enables more screen space on
my ATARI STe 520.
CHEERS
RAS

237. Re: Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TNFyMDAhbkC3EwWK@steverosie.demon.co.uk>
Source record: 81297
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

In article <7edf11$36k$2@spnode25.nerdc.ufl.edu>, guitarra@afn.org
writes
>
>
>
> use a Modem cable (special cable) and Ghostlik (exe and prg)
> It works, just load dos command from within Wintrouble 95 98 :)

Hi

I want to use the parallel interface via parallel port. What I could do
with is a driver for that port or something!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

238. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7edi0c$1keh$1@hub.org>
Source record: 81298

>That should be OK, I think. It's 1.0 and 1.2 that are dodgy with hard
>drives, IIRC.

Now, back to the days of disk defragmentation. *sigh* :) (I'm used
to the berkley fast fileysstem in unix, which takes care of all that for
you)

>Yup. I believe SIMMs are easier to find and there used to be adapters, but
>heaven knows where you'd get them these days.

Thankfully I live in one of the biggest cities in Canada; I posted
to a few newsgroups, and someone is going to give me some sipp conversion
kiots, and someone else will sell me SIPPs (1meg, 30pin) for $2.50 each.
I'll pick up a few, and plug them in, and see what happens. 4MB seems to
be useful -- 2mb gets you the OS and toys, but 4mb gets you all of that
and then runs like a 2mb machine :)

>Telnet shouldn't be a problem: choose your TCP/IP stack and client and go.
>The best terminal emulation is with TVT102 which works with STiK or STinG,
>therefore no problem in 2 megs. NB it has a few display bugs. Telstar is

OKay. I'll go look at these guys. Costware?

>Yup, but some form of GDOS is necessary for many apps and NVDI also
>accelerates graphics. Once you've had it you won't want to lose it. There is
>a freeware VDI replacement called fVDI, though that's as much as I know
>about it.

NVDI? Is it *needed* or just handy?

>> What is COPS?
>COntrol Panel Server - it's a replacement for XControl. Just in case you've
>been off the scene for so long, XControl was the last version of the control
>panel - it uses modules called CPXs.

Ahh; I've got a stack of CPX's for XControl, but I'd prolly never
use them. What I really need is a good shell and emacs, and I'm happy :)
(as long as emacs can run emacs-like). Think I'll have to pop in this
500mb drive I've got, if I can figure out how to open a stacy.

IS formatting and setting up a disk easy? I've forgotten. Been 10
years. Just plug in the drive, boto up the atari hard disk utils, and go
to it? Can that software handle 500MB SCSI disks? How big can partityions
be? Questions-boy :)

>Flame wars have been started over the answer to that one. It does seem to be
>roughly neck and neck between MagiC and MiNT (*dons asbestos suit*). Geneva
>seems to be less popular.

Indeed. MagiC sounds good, but it costs too much for me right
now..

Jeff

Any idea how to join the mint mailing list? I've found archives of
it, but never info on how to join :)

--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

239. Re: Centek news!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edi0o$78a$1@news3.isdnet.net>
Source record: 81299

Wojciech Hartman a crit dans le message
<3709F166.835B617B@friko3.onet.pl>...
>Louis napisa(a):
>> For those of you not reading "maus.computer.atari.mint-mtos", Centek does
>> have news.
>
>What is "maus.computer.atari.mint-mtos"?! Sorry for the question, but I
>really don't know...
>

A newsgroup hosted by MausNet (german network). It was also posted on
fr.comp.sys.atari, BTW.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

240. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edi0p$78a$2@news3.isdnet.net>
Source record: 81300

Tony Greenwood a crit dans le message
<371d25d9.18900270@news.freeserve.co.uk>...
>
>
> Hey! Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
>
>
>>> >> We used to call that
>>> >> wooden spoon stuff...
>>> >
>>> >Well we call it something worse in Devon... ;-)
>>>
>>> Ambrosia Cream rice?....hehehehe Sorry but it was wide open ;-)
>>
>>Would you please take this discussion to email.
>
>Nope
>
>>This whole thread is a personal dispute in which the only participants
>
>Wow all the insults that have been flying about....And you get upset
>when "Ambrosia Cream rice" is mentioned?
>
>A classic case of something being lost in translation I suspect
>hahahaha
>
>Nic the arguing ended ages ago.. we are having a bit of a light
>hearted joke at the moment... Well unless something about Rice pudding
>really does upset you... hehe... ho dear...hehehe the mind boggles..
>

Considering that this dispute was fuelled with 50 posts over the Easter
weekend alone, it's hard to keep up to date.

Mike's last post was today at 11:54 and your was around 12:45. I guess under
your rules, a thread is finished, as long as you had the last word and
nobody replied under 15 minutes.

>Does it include a quarter filled bath..some suspenders and a teaspoon?

Huh?

Nicholas
--
||| Nicholas Bales, Toulouse, France

```
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

241. Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: <>
Message-ID: <370a4c6f.0@news.qnet.com>
Source record: 81301

Well,my ISP (Qnet) went and pulled a fast one on it's users. Starting on Monday, they dropped all the BIN newsgroups from their server, this left me without a way of getting bin.pic.rockets,astro,and gardens. I called them up and now I have to access either SuperNews or NewsGuy to get them,BUT those two nither one get all the other newsgroups, I found at lest one that they don't get.

So I copyed newsie to drive D: and set that copy to access supernews and pull in the 3 bin newsgroups I get.

Oh what fun and games we play with our ISP's.

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

242. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <370a3fcc5931bb1@holleman.demon.nl>
Source record: 81302

on Tue 06-04-99 16:46 Nicholas Bales wrote:

>Would you please take this discussion to email.
>
>This whole thread is a personal dispute in which the only participants
>are Tony Greenwood, Joe Connor and occasionally Mike Kerslake. If you
>also consider the appalling level of the discussion, and that it is of
>NO interest WHATSOEVER to any other Atari user, you'll realize it has
>NOTHING to do on c.s.a.s.

Nick, I'm with you again. As also Martin-Eric asked, but this guys really
starting to be annoying.

I tried to look into the kill possibilities of Newswatch, but I can't find
any option to kill on a specific "sender", as Popwatch has.

Some time ago, when I still had my point-stuff running, I disconnected
several Nest-areas for the same reason: all this quoting, adding "blah",
or "yeah matey!", yech, I sure hope this NG doesn't go the same way.

For whatever good this Greenwood Guy may have done before, I'm really fed
up with this constant flow of childish behaviour. Seen it several times
before, I think it's been enough.

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

243. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <370a3fcc5931bb0@holleman.demon.nl>
Source record: 81303

on Tue 06-04-99 13:32 John Whalley wrote:

>
>> 2MB of memory.. max 4mb, people say. SIPPs, which are hard to come
>>by anyway :/
>
>Yup. I believe SIMMs are easier to find and there used to be adapters, but
>heaven knows where you'd get them these days.
>
Jeff,

I completely overlooked these lines: I happen to have lying around 4 SIPPS,
1 Mb each, 30 pins. You can have them, if you pay the shipping EUrope to
US.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

244. Re: SCREEN SPACE

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edj5n$7re$1@news3.isdnet.net>
Source record: 81304

jon rasmussen a crit dans le message <7edgreehg1@news5.svr.pol.co.uk>...
>Can anyone tell me if there is a program that enables more screen space on
>my ATARI STe 520.

There is a program called MonSTEr that allows you to extend resolutions by scrolling around the normal screen. For example, you can have a 640x400 desktop in 16 colours, but you have to scroll around a 320x200 "window" with the mouse. It can be useful, but headache guaranteed. You should find it on most FTP sites in the "Ste" directory.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

245. Re: Dongle-->Disk key info?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Blue17 <mercybox@hotmail.com>
Message-ID: <370A06BE.F1757831@hotmail.com>
Source record: 81305

Raymond,

The reason Notator looks at the a:\ drive has nothing to do with
copy-protection. It has to do with your font path. It would do that
whether or not you used the dongle.
To find out more (or to keep this from happening at all) take a look at
this:
http://www.mcc.ac.uk/~emagic/SL/FONTTIP.HTM

Blue17

246. Re: Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edn8psmg1@news4.isdnet.net>
Source record: 81306
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Steve Stupple a crit dans le message ...
>In article <7edf11$36k$2@spnode25.nerdc.ufl.edu>, guitarra@afn.org
>writes
>>
>>
>>
>> use a Modem cable (special cable) and Ghostlik (exe and prg)
>> It works, just load dos command from within Wintrouble 95 98 :)
>
>Hi
>
>I want to use the parallel interface via parallel port. What I could do
>with is a driver for that port or something!
>

Tried ParCP or Paralink 2000 ???

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

247. New Website Open!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7ednrnhmr2@roch.zetnet.co.uk>
Source record: 81307

Hi All!

This is a message to announce the opening of my own website! It's rather basic at the moment, but that's only because I'm a novice at HTML! ;-))

I used a program called Web Wizard, published by Cadenza Software for the Atari series of computers. It's a great program that enables the putting together of web pages with background images and sound files, and I think they look pretty good! ;-))

At present I have four main sections: My Homepages, My Atari Page, Atari Downloads, and a Links section; but I plan to expand these further with new sections.

The Downloads page only has two files to download, and they are Demos for the Atari Falcon, but I'm open to suggestions on what else to put on there. I only want to put Atari stuff there, and not commercial stuff neither!! :) The demos are: Sonoluminesenz by Avena, and The Lost Blubb by Lazer. These can be hard to track down on the Web, so that's why I've put them on!!

The Links section I think is pretty good, as well as Atari websites there are more general stuff there too, including a section of Online Newspapers that are around (only UK ones at the mo'!).

Whats the address, I hear you cry? Well its:

http://www.users.zetnet.co.uk/jfhaslam/index.htm

Any comments/suggestions on the site are welcome, just email to the address below!

Cheers!

James

+--+-------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

248. Re: Thalion Ambermoon - Now in English!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: a1exh@hotmail.com
Message-ID: <7edsl4$j1d$1@nnrp1.dejanews.com>
Source record: 81308
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

> Can you re-post the list of the games you are after please Alex.

Sure Angus,

-Leavin'Teramis
-Magic Lines
-Chambers of Shaolin
-The Seven Gates of Jambala
-Ghost Battle *
-Tangram
-Trex Warrior - 22nd Century Gladiator *
-Lethal Xcess - Wings of Death 2 *
-Atomix *
-Tower Fra
-Neuronics
-Enchanted Land

The ones with the * next to mean I have the Original disk but no box or packaging.

> I need your memories for the Amiga Games Database: A collection of Amiga
> Game reviews by Amiga players http://www.angusm.demon.co.uk/AGDB/AGDB.html

What info do you want?

Mail me direct for quick replies

Cheers

Alex
Webmaster of The Thalion Webshrine
http://Thalion.amiga.tm or http://Thalion.atari.org

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

249. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7edq6o$23do$1@hub.org>
Source record: 81309

In article <370a3fcc5931bb0@holleman.demon.nl>,
Louis <louis@holleman.demon.nl> wrote:

>>> 2MB of memory.. max 4mb, people say. SIPPs, which are hard to come
>>>by anyway :/
>>
>>Yup. I believe SIMMs are easier to find and there used to be adapters, but
>>heaven knows where you'd get them these days.
>>
>
>I completely overlooked these lines: I happen to have lying around 4 SIPPS,
>1 Mb each, 30 pins. You can have them, if you pay the shipping EUrope to
>US.

I thank you for the offer!

Still, I've found someone who will sell them to me at an excellent
rate... certainly much less than shipping would be ;)

(Some people want $10USD for them (rediculous!), but others want
$2.50CAN for them, which is a nice deal)

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

250. Re: Mega STE parts wanted UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7edqu3$t3e$1@news8.svr.pol.co.uk>
Source record: 81310

:>>:> I've always managed for my requirmennts with a with 40-100 mb hard
:>>:> drives, so if I can find one < 1 gb it will seem huge.

:>>Ive got a GIG in my MegaSTE, and it really need replacing for summat a lot
:>>bigger. 8~))
:>>

:> Will a 1 Gig work with the original internal host adaptor, or does it
:> have to be under a Gig?

I dont know about that, i dont have the Atari adaptor, hence the thread on
the link 96. Uwe Seimet is the authority on SCSI hard drives, wot he dont
know you dont need to know.

:> How did you manage to beef up your Mega STE to 40 Mhz and an extra
:> 16 Meg RAM? It must be a pretty cool combination.

I bought a PAK/FRAK combo for my machine, allows a 030 processor, an 68222
FPU, an additional 16Meg of TT ram, 64k L2 cache, and ive got a graphivs
card in here as wel, so i'm using this in 256 colours at 960*720. It
certainly is a kool combination.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

251. Re: www.milan-computer.de down ???

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7edqu5$t3e$2@news8.svr.pol.co.uk>
Source record: 81311

On 3 Apr 1999 06:59:09 G, Jeppe Br&#65533;nnmark wrote:
:>Hi!
:>
:>I just tried to access milans site at www.milan-computer.de and
:>got the message:
:>
:>"Diese Domain ist zur Zeit nicht verf&#65533;gbar"
:>
:>Anyone know anything, or more correct anyone know how to read that
:>german bastard?

I'l translate, he's asking who's that effkin queer jesper.brannmark@
swipnet.se (Jeppe Br&#65533;nnmark) is who is calling him a bastard when he has a
possible choice of about 20 fathers from the local pub himself!!..

```
Some woman that mother of yours...

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *
```

252. Re: I-Connect as supplied with Cab 2.5

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7edqu9$t3e$3@news8.svr.pol.co.uk>
Source record: 81312

:>>We installed MagiC for him ok, but due to time constraints we couldn't sort Cab
:>>for him. Cab and I-Connect shouldn't be a problem, its just I-Connect clients
:>>I'm not sure about (I use StiNG).
:>
:>Yep his problem was due to a corrupted XControl inf file which prevented the
:>Falcon fron booting. With just a couple of minutes remaining until the end
:>of the meeting Steve had MagiC up and running.

Nail bitting stuff eh!!. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

253. Cubase 3.01 Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: erikdan1@gte.net
Message-ID: <7edveuldq1@nnrp1.dejanews.com>
Source record: 81313

For Sale
includes modules

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

254. Re: FS:ICD LINK +128HD

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7edtgqidr1@roch.zetnet.co.uk>
Source record: 81314

On 5 Apr 1999 21:24:51 , jim wrote:
>Hi mark, may well be interested in ICD link and HD. Could you tell me a
>little about HD, ie original manafacturer and also if ICD LINK will
>support a ZIP+ drive (there the ones that supposedley auto detect scsi
>or parallel). Also where are you in the UK?
>

JIM

SORRY TO SHOUT BUT THE ZIP WON@T WORK....

well they don't normally, get an old SCSI only ZIP and still expect random oddness, they're hopeless technology, that's why PC owners bought them instead of the massively superior small Syquests....

chrisc

255. Re: Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7edtjdidr2@roch.zetnet.co.uk>
Source record: 81315

On 6 Apr 1999 16:12:34 , Steve Stupple wrote:
>Is it possible to transfer files between Portfolio and Windoze 98/95
>using the Smart Parallel Interface, without having to restart in DOS
>mode?
>
>--
> Cheers! for now

No problems, run Gemulator and use the Atari software.....

chrisc

256. Re: Protext [was: HELP WANTED]

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <923434611.28470.4.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 81316
Cross-posted to: uk.local.east-anglia,comp.sys.atari.st

```
Keith Lever <keith@lever.freeserve.co.uk> wrote in message
news:7edne2$gjq$1@news6.svr.pol.co.uk...
> Hey Brian,
>
> It might be worth you mentioning about Protext in the Atari news group.
> I believe there are people who might want upgrades.
>
> comp.sys.atari.st
>
> All the best,
> Keith & Laura
>
> keith@lever.freeserve.co.uk
> k.lever@zetnet.co.uk
> ICQ:- 24493663
> http://www.lever.freeserve.co.uk
>
I do from time to time. Don't want to keep droning on about it, though...

:-)

--
--
Brian Watson (for Protext Software)

> Brian Watson wrote in message
> <923385898.29889.2.nnrp-06.9e98ea3a@news.demon.co.uk>...
> >
> >> >I am a partner in a small software company called Protext Software,
> >>
> >> Any connection with the "Protext" word processor that used to be
> >> available for the Amiga and PC?
> >
> >The very same.
> >
> >'Sright. They went out of business a few years ago and my partner and I
> have
> >rescued and relaunched it in updated versions (in partnership with the
> >creators/copyright holders) for a
> >PC and Atari. An Amiga version *may* also follow.
> >
> >We've also arranged for a Prodata (database) Y2K compliance fix. Protext
> >itself has been Y2K compliant for years...
> >
```

> >> Just curious :)
> >
> >E-mail me on protext@spheroid.demon.co.uk if you'd like further
> information.
> >
> >--
> >--
> >Brian Watson (for Protext Software)

257. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eduss$97v$1@plutonium.compulink.co.uk>
Source record: 81317

On 6 Apr 1999 12:59:17 G, Ronald J. Hall wrote:

> Laser (printers) - Wouldn't want Mike or Joe tattoing "AC Rules"
> all over Tony G.'s bod!
>
> Otherwise, mice/joysticks are fine for close in work...CD's for
> Ninja throwing stars, and oh! don't forget tray-loading CD-ROMs
> for the odd cupholder during tea time...! ;-)))
>
> Have fun, and "May the farce be with you!" (deliberate pun
> intended!) ;-))))
>
> PS Cheeky American git, arent' I? <grin>

That little posting sure brightened up my day!

:-))

Nice one Ronald

[FX] Mike goes away and does some retouching of next AC cover!

;-))))

Mike Kerslake

Business Tip of the Day:
Invest in the Lancashire Glass House Company - They're going to get a
lot of new business soon.

258. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7edusu$97v$2@plutonium.compulink.co.uk>
Source record: 81318

On 5 Apr 1999 18:33:03 +, "John Whalley" wrote:

>Before anyone stars blowing fuses, what follows is all IMHO and YMMV
>drastically.

But it was, IMO, a well-balanced posting that summed things up well.
Much in line with my own personal understanding/viewpoint FWIW!

Well done John!

:-))

Mike Kerslake

Business Tip of the Day:
Invest in the Lancashire Glass House Company - They're going to get a
lot of new business soon.

259. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7edut2$97v$4@plutonium.compulink.co.uk>
Source record: 81319

On 6 Apr 1999 10:52:20 G, Tony Greenwood wrote:

>At last......Bye Bye! :)

Yawn.....

Mike Kerslake

Business Tip of the Day:
Invest in the Lancashire Glass House Company - They're going to get a
lot of new business soon.

260. SWAP UK....CyberStudio

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7edtpsidr3@roch.zetnet.co.uk>
Source record: 81320

Hi Folks,
I've got a full CyberStudio suite not being used, all manulas disks etc and the classy white plastic-covered file-binder-box things....I want a copy (legit and original; please) of Papyrus, pref v5 (or v6) but must be in English, the German version on Atari Gold has wetted my appetite, but I need English and the .RASC is too big to do myself..

chrisc

261. Re: Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904061721410.9383-100000@moose.erie.net>
Source record: 81321
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

On Tue, 6 Apr 1999, Nicholas Bales wrote:

> >> use a Modem cable (special cable) and Ghostlik (exe and prg)
> >> It works, just load dos command from within Wintrouble 95 98 :)
> >
> >I want to use the parallel interface via parallel port. What I could do
> >with is a driver for that port or something!
>
> Tried ParCP or Paralink 2000 ???
>

No, but I plan to. Which is better?

262. CAB download speed

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7edvveiro1@roch.zetnet.co.uk>
Source record: 81322

Hi

I posted a query some time ago about very slow/stop downloads from websites via Zetnet using a Hades, STiK and HSModem. The modem should be capable of 28.8k. Since then I have upgraded to CAB 2.7 which shows the speed of download in bytes per second. Usually this shows about 400 but occasionally does up to 600. What sort of speeds do other setups achieve? I continue to think this is very slow and I am still troubled by everything coming to a full stop after a variable length of time.

John Logan

263. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990406225712.27031A@ataricomputing.compulink.co.uk>
Source record: 81323

In article <7ecpigbql1@irk.zetnet.co.uk>, ashley.seabrook@zetnet.co.uk
(Ashley Seabrook) wrote:

> Atari community with a important service - TBH I'm concerned that as a
> result of these arguments people from either group, or anyone else on
> this newsgroup for that matter, will decide to end their association
> with the Atari community because of the ill-feeling generated. The
> community is small enough as it is without taking such losses :-(

A voice of reason :)

Al

264. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7ee4ppjis3@roch.zetnet.co.uk>
Source record: 81324

On 5 Apr 1999 10:41:16 G, Roger Cain wrote:
>On 5 Apr 1999 05:32:48 +, Dennis Vermeire wrote:
>
>>Surely you mean the NEC 3D? AFAIR the NEC 2D couldn't handle the ST high
>>resolution.....
>
>Agghh! I did, you're right :-)
>
But the Microvitech can, I know I've used one for years.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

265. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ee1qo$i3p$1@plutonium.compulink.co.uk>
Source record: 81325

> Ambrosia Cream rice?....hehehehe Sorry but it was wide open ;-)

It was! :-) Well, at least *I* know how they make it sooo creamy! ;-)

Best wishes,
Mark.

266. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tjgls4@plutonium.compulink.co.uk>
Source record: 81326

Hi Tony,

>>1) You're supportive of Atari Computing BUT:
>>Just a cotton pickin minute.. who said "I" was supportive of AC.. I
>don't have any qualms or bare them any ill will.. But I never said I
>supported AC
In this thread on 03/04/99 12:42 you said:

"I have always publicly supported AC."

Regards

Joe
http://www.cix.co.uk/~inactive/

267. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tjgls5@plutonium.compulink.co.uk>
Source record: 81327

Hi Tony,

>getting to the point where I was thinking of bringing up your "Live
>and Let Live" quote regarding Atari Piracy (as posted by you to the
>now defunct Atari web ring email list)...
My position on piracy, as stated on my InterActive links page, is
"InterActive does not condone or encourage piracy. I do not knowingly
include links on this page which lead directly to pages containing illegal
software. Please report any such pages encountered to me by email and I will
remove them next time I update the pages".

Regards

Joe
http://www.cix.co.uk/~inactive/

268. Re: HELP! anyone know a good HD Editor.

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tkgls6@plutonium.compulink.co.uk>
Source record: 81328

Hi Brian,

Brian Lang wrote in message <370a40a4.0@news.internex.net.au>...
> Does any one know a good HD editor or Utils that I might be able to use
>to get some of my songs back?
I think Knife is one of the better options but it does require some
knowledge of disk structure - there was a tutorial back in the mists of
time.
For mere recovery of deleted files and hard disk management I like Crypton -
programmed by some Swiss guys - it turned up on a Floppyshop disk at one
point but the version I bought was commercial (and IIRC also German) - so
not much help there - sorry!

Regards

Joe
http://www.cix.co.uk/~inactive/

269. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ee1v3jst1@plutonium.compulink.co.uk>
Source record: 81329

> Wow all the insults that have been flying about....And you get upset
> when "Ambrosia Cream rice" is mentioned?

I think this is the first thing that I can agree with Tony in this thread!!!
Some people might not like rice pudding, but hey- let's lot loose sleep over
it!

[fx nips to fridge...] ;-)

Best wishes,
Mark.

270. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tigls3@plutonium.compulink.co.uk>
Source record: 81330

Hi Louis,

>Some time ago, when I still had my point-stuff running, I disconnected
>several Nest-areas for the same reason:
After months of hassle from a few participants we also reluctantly gave up
trying to
support Atari enthusiasts on NeST.

Regards

Joe
http://www.cix.co.uk/~inactive/

271. Re: Mario Becroft Serial Mouse Interface

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tkgls7@plutonium.compulink.co.uk>
Source record: 81331

Wavemaker wrote in message ...
>Just got Mario's Serial Mouse Interface for my Atari. Works great!!
I've been using one for over a year now connected to a trackpad which sits on top of the floppy drive which together with an internal IDE drive makes a perfect portable machine. It's the one I usually take to shows and I'll have it on display in Neuss this weekend along with a small stock of Mario's serial mouse adapters and VGA adapters to sell.

>but I think Mario has at least one dealer to cover most areas of the
>civilized world.
ASP are the UK dealer.

Regards

Joe
http://www.cix.co.uk/~inactive/

272. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tkgls8@plutonium.compulink.co.uk>
Source record: 81332

Chris Crosskey wrote in message <7eaa00$2o3$1@roch.zetnet.co.uk>...
>Umm...I sent off my cheque ages ago for my stand, at the same time as I
>sent the one in for my advertising in ACC, but neither of them had been
>presented as of a coup[le of days ago.....do I have a stnad?....Is my
>advertising paymetns up to date?......
>
>chrisc, worried proprietor of ASP.....

I'd better make clear Atari Computing are associated with rather than organising this show - although we're hoping the other Atari vendors will all join us - it was a helleva lot of work last time that I simply haven't got time to do twice a year. However, I have recently been doing some contract work for Sharward promotions and while I was in the office and saw your cheque and form and asked them to locate you along the back wall OK?

(I've already replied to a similar email from you already)

Regards

Joe
http://www.cix.co.uk/~inactive/

273. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ee21bktj1@plutonium.compulink.co.uk>
Source record: 81333

> Mike's last post was today at 11:54 and your was around 12:45. I guess
under
> your rules, a thread is finished, as long as you had the last word and
> nobody replied under 15 minutes.

:-) That seems to be the way it works. I was wondering if anyone else had
thought that too...

Best wishes,
Mark.

274. Re: CAB download speed

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <7ee5i5$jm4$1@roch.zetnet.co.uk>
Source record: 81334

Hi John,

On 6 Apr 1999 21:57:02 G, JI Logan wrote:

>I posted a query some time ago about very slow/stop downloads from
>websites via Zetnet using a Hades, STiK and HSModem. The modem
>should be capable of 28.8k. Since then I have upgraded to CAB 2.7
>which shows the speed of download in bytes per second. Usually this
>shows about 400 but occasionally does up to 600. What sort of speeds
>do other setups achieve? I continue to think this is very slow and I
>am still troubled by everything coming to a full stop after a
>variable length of time.

I don't know what you should expect with a 28.8k modem, but with my 56k I used to see download speeds mostly around 3000 - 5000 on the CAB display. I have recently upgraded to a V90 using the digital lines and see speeds significantly higher than this, 8000 - 12000 is not unusual, although at times there will always be the 400 or so speeds, presumably because the net is busy. Watching mail downloads with Popwatch I frequently see 9000 - 11000 or so, and Newsie's log file confirms this. News collecting in Newsie is slower, around 3000 - 4000.

What sort of speeds do you see downloading mail ?

Like you, I use a Hades, STiK and HSModem. Would you like copies of any of my files ?

By the way, if you use STinG, and use ATW2DT as the Modem prefix in the DIAL.SCR it will report the connection speed in the dialer.

Do you have your Modem 2 port properly connected and configured to as high a speed as possible for your modem, and is the Serial Port CPX flow control set to RTS/CTS ?

Cheers

Paul

275. FA: Atari Portfolio Computer + Accessories

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: itsjustjay@aol.com
Message-ID: <19990406183440.05487.00002637@ng19.aol.com>
Source record: 81335

On Ebay:

Here is the Link:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=87618045

Jason

276. Re: Protext

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Brian Watson <brian@spheroid.demon.co.uk>
Message-ID: <923437925.937.2.nnrp-08.9e98ea3a@news.demon.co.uk>
Source record: 81336
Cross-posted to: uk.local.east-anglia,comp.sys.atari.st,alt.atari

Paul Giverin <paul@NOJUNKgiverin.demon.co.uk> wrote in message
news:j4Z81AAShnC3EwjA@giverin.demon.co.uk...
> In article <923385898.29889.2.nnrp-06.9e98ea3a@news.demon.co.uk>, Brian
> Watson <brian@spheroid.demon.co.uk> writes
> >
> >
> It was simply the best WP on the Amiga. Much better than Wordsworth and
> the like. It was very fast on what was a slowish computer and I didn't
> care that it didn't have a graphics capability because I had a Pro-Page
> DTP for that.

Keep going. We usually have to pay for this stuff!

:-)

>
> Ironically, I've just given my old Amiga and all its software (including
> Protext) to a jumble sale.

Ah, but now you've got a PC ...

> Are you sure there is still a market for Protext on the Amiga these
> days? I looked in at demon.ip.support.Amiga the other day and postings
> seem to be running at 2-3 per week.

We don't currently have the Amiga version available.

As a cottage industry now (in the non-George Michael sense) operating as a
mail-order business in rural Cambridgeshire, we have staged the relaunch for
financial reasons (the manuals are expensive to get printed and bound
properly) and we remain unconvinced about the sense of offering an updated
Amiga version now.

The PC one goes well (in all senses) and the Atari one's selling OK. We
still do well with the 8-bit Amstrad PCW/CPC versions too, surprisingly.

> >We've also arranged for a Prodata (database) Y2K compliance fix. Protext
> >itself has been Y2K compliant for years...
>
> I got Prodata off a cover disc. It was great for storing my recipe
> collection.

I dunno, we bring out this fantastic, fast, memory-efficient, cheap,
number-and-information crunching bit of programming genius and *what* do you
use it for?

Recipes?!? Actually, that's a pretty good idea ...

> Best of luck with the re-launch.

Thanks.

--
--
Brian Watson (for Protext Software)

277. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3thgls1@plutonium.compulink.co.uk>
Source record: 81337

Hi Nicholas,

>Would you please take this discussion to email.
There would be no point - it's only in public there's a level playing field - but hopefully the end of this thread is in sight.

>NO interest WHATSOEVER to any other Atari user, you'll realize it has
>NOTHING to do on c.s.a.s.
On one level I agree with you.

One another level it does give a glimpse behind the scenes at the kind of hassle I have endured running Atari Computing and InterActive over the years.
Can you imagine the negative impact just a few people like Tony have on my enthusiasm for the Atari scene? It's only the letters of encouragement and support from loyal contributors and programmers that has kept me going.

Regards

Joe
http://www.cix.co.uk/~inactive/

278. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ee3tigls2@plutonium.compulink.co.uk>
Source record: 81338

Hi Martin-Eric,

>All right, enough of this you both! You thread is a private fight.
>Keep it for the next UK computer show. Thank you.
I have no wish to annoy this newgroup and as a newcomer here I'm obviously not aware of the ground rules - I'm not even aware if there are any rules or moderaters - are there?

I'm certainly not prepared to be bullied by Tony (or anyone else) and would be interested to know what would you have done differently, by email if you prefer...

Regards

Joe
http://www.cix.co.uk/~inactive/

279. Re: Mario Becroft Serial Mouse Interface

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <BGzO2.41$Xg.12297@news2.randori.com>
Source record: 81339

<snip>

> I'll have
>it on display in Neuss this weekend along with a small stock of Mario's
>serial mouse adapters and VGA adapters to sell.

I've also ordered the VGA adaptor. Both of my Atari monitors still work, but I thought it would be good insurance to have the adaptor in case they go down. I think VGA monitors will be around for quite awhile (obviously), but it may begin to get hard to find Atari monitor replacements over the next few years as they continue to age.

Also looks like Mario has some other very interesting Atari products as well.

280. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <370a5f7c71f35f0@holleman.demon.nl>
Source record: 81340

on Tue 06-04-99 18:03 Slc.Dennis Bishop wrote:

>Oh what fun and games we play with our ISP's.

Dennis, you're damn' right!

I connected to Demon.nl about a year ago, since they were a provider with hi-speed etc. Well, the first 6 months were...

Nowadays they're terrible: I connect to their own servers (NOT going beyond) and transfers are terrible... I can manage to get to 1800 or more bps at times (using a 14K4 modem), but the transfers go intermittent, sometimes 20 secs no bytes coming in/going out at all. They blame it on "connectivity to the KPN network", I translate that into "we took way too many subscribers our servers can handle"... First thing when cable-ISP are allowed here (locally) is kick Demon's ass and switch...

It's costing me a fortune on the phonelines (yeah, dutch KPN is the laughing third party here!)

Well, KPN, Demon: one day cable Internetting will be possible here, that'll be the day you have at least one subscriber less (if not thousands) and I start laughing!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

281. Re: Centek news!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904061928.a35673@wun.maus.de>
Source record: 81341

Hallo Wojciech!

WH>What is "maus.computer.atari.mint-mtos"?! Sorry for the question, but
WH>I really don't know...

It's a newsgroup which has its origin in the German MausNet, a net consisting of around 100 BBSs. Main language is german, but requests in english will be answered, too.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

282. Atari Sites to Visit

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <370aff16.0@news.madhouse.uk.com>
Source record: 81342
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

```
The Atari WebRing - http://www.incontrolinternet.co.uk/atariwebring/
Links to 150+ Atari related sites.
STs, 2600, Jaguars, 8-bit, emulation, all catered for.

Atari WWW Message Board - http://www.incontrolinternet.co.uk/atari/
Just leave a message to say `Hi' or ask a question.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk
```

283. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990406003713.58199A@ataricomputing.compulink.co.uk>
Source record: 81358

In article <37093761.47775824@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> >I can be contacted at the address shown in page 4 of Atari Computing
> >Issue 12, under "How to contact us".
> >
> >Have you got tape on all your glass windows Tony?
>
> I don't understand.. What does the above mean?

Para 1 is how to contact AC magazine

Para 2 means...

Well if you think that the after mentioned paragraph which I have
previously posted, ie:

"3) Subscribed under a different name (You last subscribed up to and
including issue 3 as Tony Greenwood)"

is worthy of reporting under the DPA, I hope all your silica based weather
protection devices are secured and worthy of scrutiny.

Gaffer tape across the windows I believe is very good at preventing then
shattering and injuring the persons inside.

Tony, YHM

Al

284. MINT ftp or website

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7ebl0r$19v1$1@hub.org>
Source record: 81359

All the versions of Mint that I can find are 1994 or occasionally
1995. Is it still in development, or a dead project?

Are there any good pages to download it? FTP sites? If someone can
point me to a place with the various most recent mint binaries (mint,
mintnet, some applications, documentation, etc), I'll mirror them or give
them a home on one of my websites...

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

285. Re: WTB Music Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7ebm7cahp1@news6.svr.pol.co.uk>
Source record: 81360

I'm reacting.... :)

>On 5 Apr 1999 10:38:57 +, "rew" wrote:
>Hi,
>I only got Samplemaker for you.It's for the Mirage and the Emax.
>React if you want it
>Jos

286. Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7ebvu4$10c$1@nnrp1.dejanews.com>
Source record: 81361

Hello,

I just finished uploading the first draft of a download section on
www.Atari-Users.Net. Any suggestion on what files to offer for download?

Rob
webmaster@atari-users.net

Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums
and the Atari-Users.Net Web Ring

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

287. Telnet Cleint

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <7ebteb$4e4$1@remarQ.com>
Source record: 81362

I'm wondering if there might be a plane jane ttp style telnet
client for STi/k/ng? Something that can be run in whatever console/window
you choose rather than depending on the horrid VT100 things I've found
so far.

I.E. I'd love to be able to run telnet.ttp from a ConNect 95/97 window
and have full, proper, vt102 emulation with ansi color at a decent speed.
Or use the simple TOS/WIN for less taxing situtations.

TelStar is very nice...but the emulation just isn't good enough...
Maybe someone knows how to tweek Screen so it will work better with
TelStar?

As for telvt102...it hacks up the screen pretty bad...thoe it's pretty
fast and the emulation is more to standard.

Just and idea,
Brian

288. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7ebvs7$e173@news.ajou.ac.kr>
Source record: 81363

On 5 Apr 1999 14:47:56 G, Jeff Mitchell wrote:
>
> OKay, I'm flamebait for this one ;)
>
> Whats the most conveniant OS to run on an ST? I'm not into music,
>if that matters. I was an old time Atari man from way back, with a
>many-year hiatus.. I used Mint way back when it began, before it was
>really useful. It woudl appear to be a big contendor these days..
>
> What OS choises are there? MagiC? Geneva? MultiTOS? Mint? (Is
>multitos just mint?) OS9? (always cool, but nowhere to find it now, for
>the ST) Anything others?
>
> Geneva seems not too bad, and reasonably inexpensive. Decent
>package if bundles with Neodesk4... but is that too much RAM consumed on a
>2mb ST? What about the others? Opinions? Comparisons? Is there a FAQ?
>
> Jeff
>

Going to add my 2 cents in here...

In my opinion, I think the best OS is the one that does what you
want it to do. There are several different ones to choose from on
the Atari platform and I am glad there are.

If you are heading towards a full Mint setup, I would recommend
starting out with the latest versions of Geneva and NeoDesk.
Both are fast to setup and come with excellent manuals.
Compatibility is excellent and should work fine on a 2 meg Atari.
And will add quite abit of power to your Atari over plain Tos.
I am pretty sure there are demos of both Geneva and NeoDesk that
you can try before you decide to buy. Since Geneva will work
with Mint, You could get into it along the way, If thats the
direction you want to go. I'm not sure that you would have
enough memory to run Geneva and a full Mint setup on a
2 meg system. But you should be able to run a basic Mint
setup with Geneva. There is a version of Mint that either
comes with Geneva or is on the Geneva Utilities disk which
I believe is sold seperate.

Also, you can use a different desktop replacement with Geneva
other than NeoDesk if you want. But there are some benefits if
you use the Geneva/NeoDesk combination.

I really don't know alot about the other OS choices to comment on how they would work on a 2 meg Atari system. There should be some demos for the others ones as well, so you might what to check them out too. And then decide what is best for your needs.

phantomm@eastky.net

289. Matrix TT030 Graphic card

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <923379076-221439AEicMi@ebox.tninet.se>
Source record: 81364

Hi all!

Our user group SAK (http://www.sak.nu) have a TT030 equipped with a
Matrix E128 Type 3 graphic card with a 19" black/white-monitor.

Now the driver can not init the card anymore, four bombs at load up.
We can not find the original disks for the card, is there drivers around
somewhere?

The order of these two auto-start files drivers is correct.

We, have the card, so there should not be a problem if someone sends
them to us?

The problem occured when we excluded XBoot to get rid of a password,
a login procedure we no longer needed. A RGB-monitor was also connected
to boot-up with.

Best Regards

Mille Babic
E-mail: mille@atari.org
Homepage: http://mille.atari.org

290. The Nordic Atari Show 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mille Babic <mille@ebox.tninet.se>
Message-ID: <923379080-222183AEicMi@ebox.tninet.se>
Source record: 81365

Hi!

The Nordic Atari Show will take place here in Gothenburg, Sweden during
11-13 of June. This is the only show in northen Europe this year, so why
not visit us.

Last year we had the Milan at the show, just days before its official release
date, this year we might have a Centek Phenix 060 computer.
Yes, this new monster.

I am working hard to also bring a Milan computer equipped with
MagiC Milan 6.1.

What we know today is that there will be five Hades 040/060 at the show
connected with other computers.

The whole show is based around networking with Atari and compatible
computers. We need folx that can help us to held seminars around this
and maybe show some solutions.

BioNet and SmartNet98 is two things we desperatly need help with.

We also need retailers, to sell hard- and software.

Do not think twice to help us or visit us, just come and see us here,
a nice weekend in Gothenburg is really something.

The homepage is always under construction, I add some constantly.
http://www.sak.nu/nas

Best Regards

Mille Babic
E-mail: mille@atari.org
Homepage: http://mille.atari.org

291. Re: Matrix TT030 Graphic card

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: jfietz@uz.tengelmann.de
Message-ID: <3709ba61.2798864@News.CIS.DFN.DE>
Source record: 81366

On Tue, 06 Apr 1999 07:09:46 +0100, Mille Babic <mille@ebox.tninet.se>
wrote:

>We can not find the original disks for the card, is there drivers around
>somewhere?
>
Try http://www.holleman.demon.nl/matrix/

Good luck

Jochen

292. FS:ICD LINK2

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: mark arstall <mark@fairy-jig.freeserve.co.uk>
Message-ID: <01be8005$58766ae0$cd0c883e@fairy-jig.freeserve.co.uk>
Source record: 81367

ICD LINK2
DMA CABLE
SOFTWARE PARTIONING,FORMATTING ETC...
ORIGINAL MANUAL
£40
mark@fairy-jig.freeserve.co.uk

293. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <3709c920.0@news.madhouse.uk.com>
Source record: 81368

>
> > COME ON THE REDS!!!!!!!!!!!!!!!!!
>
> But which side are the reds? :)
>

Exactly :-p

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

294. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7ecin1$498$1@plutonium.compulink.co.uk>
Source record: 81369

On 5 Apr 1999 20:47:43 G, Tony Greenwood wrote:

> Hey! publish@cix.co.uk (Mike Kerslake)

>There was a problem.. Joe explained his action.. and since then how
>many near hundred line provocative posts having a pop at me have you
>made... jeeze talk about vindictive... You are on the verge of abuse
>here..

On the verge of abuse? Again only you can interpret my postings as
that. As someone quite neutral pointed out to you a few months ago
right here when you accused me then of being critical about you there
was nothing at all for you to be annoyed about. You immediately
flamed the poor guy in your usual offensive bullying way.

And yet again you refuse to come clean...

Waste of time isn't it Tony?

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

295. Re: Matrix TT030 Graphic card

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3709c356d529c20@holleman.demon.nl>
Source record: 81370

on Tue 06-04-99 07:09 Mille Babic wrote:

>
>Hi all!
>
>Our user group SAK (http://www.sak.nu) have a TT030 equipped with a
>Matrix E128 Type 3 graphic card with a 19" black/white-monitor.
>
>Now the driver can not init the card anymore, four bombs at load up.
>We can not find the original disks for the card, is there drivers around
>somewhere?
>
>The order of these two auto-start files drivers is correct.
>
>We, have the card, so there should not be a problem if someone sends
>them to us?
>
>The problem occured when we excluded XBoot to get rid of a password,
>a login procedure we no longer needed. A RGB-monitor was also connected
>to boot-up with.

Hej Mille,

well, not sure about the type E128... I've got stuff for the old Matgraph
series (C32, C110, CoCo, MiCo, MoCo), the TC1006 and TC1208/1208E.
What's gone corrupt? The VDI_XX.SYS file in the Gemsys folder? Or are
INIT.PRG or perhaps AES_MALL.PRG in the autofolder corrupt?
If you're working a 1208 type, you can try the 10061208.ZIP file, which
contains the basic S/W for those cards.

You can check out my homepage, see sig below, just add /matrix/

Otherwise, mail me with more details please.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

296. FS: Atari Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <3709D894.89261AB@syn.beetee.co-uk>
Source record: 81371
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

297. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990406125801.20553C-100000@hal.fishpool.com>
Source record: 81372

On 3 Apr 1999, Derryck Croker wrote:

> I'm trying out FireNews ATM BTW - I've emailed the author for a key but no
> reply yet.

Christian Anderson is currently doing a Java programming contract
away from his hometown. He uses a different e-mail account while
he works there, but I don't have the address off-hand.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

298. CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990406130407.20553D-100000@hal.fishpool.com>
Source record: 81373

All right, enough of this you both! You thread is a private fight.
Keep it for the next UK computer show. Thank you.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

299. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990406130824.20553E-100000@hal.fishpool.com>
Source record: 81374

> >MY NEWS SERVER CLOCK IS 2 HOURS LATE
>
> Don't be daft. That's Windoze adjusting daylight savings twice over.
> M$ can't even get that right!

Neither does FreeMiNT, right now. The kernel shifts it one way,
then TZINIT shifts it the other way around. Really weird...

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

300. Re: Reading a ST 1040 floppy disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7ecmur$d7a$2@roch.zetnet.co.uk>
Source record: 81375

On 4 Apr 1999 12:54:11 +, "Alcide" wrote:
>I have to read a floppy disk written with a ST 1040 under W95. I've tried
>the different emulators but I don't success.

You should format the floppy on the PC before writing to it on the ST.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

301. Re: MINT ftp or website

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990406132845.20553H-100000@hal.fishpool.com>
Source record: 81376

The most current kernel and filesystem betas can be found there:

http://www.cs.uni-magdeburg.de/~fnaumann/mint/

Official releases are best found on Funet's FTP site:

ftp://ftp.funet.fi/pub/atari

Then, go either to /mint or /piwo-mint sub-directories.

> All the versions of Mint that I can find are 1994 or occasionally
> 1995. Is it still in development, or a dead project?
>
> Are there any good pages to download it? FTP sites?

PS: remember that "beta" means: in-development, might be buggy.
If you try any non-official releaes, it's entirely at your
own risk....

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

302. Centek news!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3709d6266a78f0@holleman.demon.nl>
Source record: 81377

Hi!

For those of you not reading "maus.computer.atari.mint-mtos", Centek does have news. Unfortunately they only post to the above-mentioned NG, so I take the liberty of crossposting it.

It looks like the Phenix 060 is gonna make it. Read for yourselves:

PHENIX 060 - Version R1

We enjoy to announce you an updating of our site, particularly important in the domain of the PHENIX, our computer.

Here are the last changes :

1 - the 040 version of the PHENIX is abandoned !
The PHOENIX will be therefore a computer basicly provided with the mythical 68060 at 80MHz, giving 120 MIPS
(040 provides 32 MIPS at 40 MHz!).
Don't be affraid, prices of this 060 have quite changed and we are therefore in measure to propose a 3 or 4 times
more powerful machine for only 2000 FF more in the full configuration.
This tariff could decrease according to providing of 060 because this tariff takes account of the worst offer of our suppliers.

2 - LINUX 060 already exists!
Whereas with one or two 040, LINUX would have been just usable, the 060 offers the necessary strength for a comfortable utilization...
Let's not speak of two 060 (240 MIPS).

3 - the DSP56301 works at 100 MHz and its SRAM descends to 12ns. A light increase of cost for 20 MIPS more(by DSP!).
The addition of a daughter card fitted with 3 DSP at 100 MHz is more that ever of actuality with recent and new objectives of some of our customers and partners.
This daughter card will be connected in the PCI slot #3 but it will be possible to add an identical second of it in the PCI slot #2 (the #1 is occupied by the graphic card).
Total, 7 DSP at 100 MIPS each (700 MIPS) and 3 DSP connectors offering each 4 high bi-directional debit serial channels (either 12) of 33Mbits/s for all numeric application ways...

4 - The utilization of SDRAM instead of EDO is essentially reported to an ulterior version of the PHENIX 060 for cost reasons and time of development. The SDRAM supports are 4 times cheaper than the EDO supports (so 60 FFS more) and besides it's necessary to harmonize SDRAM signals in 3.3 V and signals of the 060 bus in 5V with very speed

buffers (2ns) and costly (60 FF of supplement).
Total, the added 120 FF on the motherboard compensate the gap of tariff between a 32 Mo SIMM and a 32 Mo SDRAM.
For those that know the 060, it is true that he is compatible with signals in 3.3V, but our PCI bridge is not: what obliges us to choose 5 V for all components of the 060 local bus.

Until 40 MHz as regards to performances, the SDRAM doesn't offer ANY advantage on the EDO 60ns: accesses are made on all sides in 1 cycle.
Between 40 and 80 MHz, the SDRAM makes difference because she always permits BURST accesses in 1 cycle whereas the EDO obliges accesses in 2 cycles (that why the SDRAM imposed itself on computers where processsors reach 66, 80 MHz, and more...

On the PHENIX 060, the only way to take profit from the SDRAM is to pass the 060 in ' FULL SPEED' mode on its bus.
It means that instead of accessing the bus to an half frequency of its execution units (in our case 40 and 80 MHz), the 060 would access the bus to the same frequency than its units, so 80 MHz.
The gain is immediate: with EDO 60 nses, we can access at 80 MHz in BURST in 2 cycles, whereas the SDRAM offers 1 cycle.
It means that the 060 bandwith in RAM is 2 times more important !
Unfortunately, our PCI bridge can't be matched with the 060 beyond 45 MHz (verified timing for CENTEK by manufactory), what obliges us 060 accesses at half speed (HALF-SPEED mode) in bridge (toward the PCI bus).
We have a solution to this problem, but it will be for a little bit later, even though the challenge to wire a 060 in full speed on the SDRAM is exciting enough because that has never been achieved!
Imagine that the 060 in FULL-SPEED mode at 80 MHz is able" to swallow " 320 Mo/s with BURST of 1 cycle 80 MHz!
On Phenix R1, we should be sufficient with BURST 1 cycle 40 MHz, so 160 Mo/s... It is already excellent.

The PHENIX should be produced from JUNE 99.

For all question, we recommand you to visit our site before addressing you to our services, because we are already overflowed by numerous questions...

Thank you for your attention.

--
Centek
Tour Blanche de Castille
4, avenue Saint Exupery
F-60180 Nogent sur Oise
FRANCE
Tel: +(33)-344-746-330
Fax: +(33)-344-746-340
http://www.centek.fr
vxp@imaginet.fr

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CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

303. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <7ecpigbql1@irk.zetnet.co.uk>
Source record: 81378

On 5 Apr 1999 17:00:15 G, Mike Kerslake wrote:

>happy until you completely destroy AC and probably pee-off many
>decent Atari users into the bargain. I include in this some people

I consider myself peed off by this thread as a whole...

Look, I don't really know who is in the right or wrong, but at the end of the day if you have to get down to a personal slanging match why doesn't everyone involved take it to private email, eh? Both Tony Greenwood and the ST+ team, and Joe Connor and the AC team provide the Atari community with a important service - TBH I'm concerned that as a result of these arguments people from either group, or anyone else on this newsgroup for that matter, will decide to end their association with the Atari community because of the ill-feeling generated. The community is small enough as it is without taking such losses :-(

BTW, just 'cos I'm replying to Mike Kerslake's posting doesn't mean I'm knocking or supporting him - TBH I'm pretty confused about the whole issue - just that the original posting for this thread has disappeared from my newsserver as the thread has been going for so (too) long ;-)

C'mon, everyone take a deep breath and listen to some soothing music (dodgy old goth music always works for me - why not try it!) ;-)

Ashley (pinko liberal pacifist goth Atarian!)

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

304. wanted: Crowther's Knightmare st files

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990406072034.15314.00003527@ng-cc1.aol.com>
Source record: 81379

hi,
be glad to do business for these files. Got plenty of pc games
for trade. Email me if we can work something out.

305. Re: Centek news!

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <3709F166.835B617B@friko3.onet.pl>
Source record: 81380

Louis napisaďż˝(a):
> For those of you not reading "maus.computer.atari.mint-mtos", Centek does
> have news.

What is "maus.computer.atari.mint-mtos"?! Sorry for the question, but I
really don't know...

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

306. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ecs2v$2nr$1@plutonium.compulink.co.uk>
Source record: 81381

> >On the verge of abuse? Again only you can interpret my postings as
>
> Mutiple near binary size posts listing all the things you think are
> wrong with me..You constantly accusing me of hating AC while I
> constantly say I do not...eeerm yes bordering on abuse I would say.

Tony, as a casual observer to this thread, consider the saying "actions speak louder than words". You may think you are being unfairly accused, but you yourself have attacked AC or related people quite a number of times. One minute you say you publicly support AC (check this thread if in doubt), then you say you have never supported AC, and then start demanding answers accusing other people of opposites.

When you have no substance to argue with the remarks made you accuse everyone of being childish and pretend you're big enough not to reply. It's fine for you to be nasty to others, criticising computers, signatures; and then you think people are being vindictive and claim abuse!!! I am truly stunned!!!

I thought, forgive me if I'm wrong, this was all suppose to be a bit of fun - the Atari scene. Does it really matter? If only we had 'moved on' as Joe suggested when it looked as if this was heading for disaster.

Perhaps we should all join in the discussions on the uk.legal usenet group where you have been expertly seeking legal advice? It makes for very uninteresting reading.

Please stop trying to make mountains out of mole hills. Joe's innocent remarks that seemed to have started this thread, were just that. Considering the difference in votes between the two mags, dead mags were voted for, and that each only received around 50 votes - this hardly constitutes the whole on-line Atari community, considering the number of readers for each mag.

Calm down! Don't take everything as a personal attack! :-)

Best wishes,
Mark.

307. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <CmOJTcAn8fC3EwGF@steverosie.demon.co.uk>
Source record: 81382

In article <7ebgkq$g9c$1@news-2.news.gte.net>, Lou Lew
<loulewlj@gte.net> writes
>Hi,
>Thanks for the quick response!
>
>I'm in California (where, you'll be happy to know, it's cold and rainy).
>
>I'm getting the error whether I'm using high density disks or double
>density. But I was wondering if using high density disks are actually
>bad for the drive.
>
>So if I clean out the dust, etc., and that doesn't fix it, should I
>assume the drive is bad, and therefore start hunting for a new one?
>
>Thanks again,
>JL
>

Hi

It's nice to know that you're having the same weather as we are in SW Wales, so much for the bank holiday! Never mind there's always the other one in a few weeks time and the one after that in a month or so;)

Carefully take the cover off the disk drive and give it a go blow. While you there check that the drive heads are clean; they should look a little on the shiny side (try and catch the light at an angle), if you can see some dull patches then your heads will need cleaning.

I use some old after shave or some cheap perfume, pretty hard to find when you don't have person to go with it;), the important things is that most perfumes are alcohol based so that is evaporates.

Using a cotton wool bud, those things with cotton wall each end of a stick, apply some aftershave etc. to the bud. Don't put to much on it, you don't want it dripping:(

Carefully rub lightly over the bottom head, you should see the bud has now started to get dirty. Use the other end of the bud, the dry end, give the head alight rub.

Check to see if the head is clean and repeat if necessary.

The top head (side 2 of a disk) is a little tricky! I use the DRY end of the bud to give me an idea on if it's clean.

When you are happy the heads are clean, leave the drive for about 10 minutes to allow any wet patches to evaporate.

The perfume or aftershave etc. can cause problems and can DESTROY if dripped on electronic circuits, video/audio tapes and disks. So be very careful.

I use this method on ALL my head cleaning, and have done for many years, and have had NO problems at all.

I cannot accept any responsibility for any damage etc. incurred following these instructions. And therefore perform the procedure at your OWN risk.

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

308. Re: wanted: Crowther's Knightmare st files

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <N26KXIA29fC3Ewng@steverosie.demon.co.uk>
Source record: 81383

In article <19990406072034.15314.00003527@ng-cc1.aol.com>, Lethor7
<lethor7@aol.com> writes
>hi,
> be glad to do business for these files. Got plenty of pc games
>for trade. Email me if we can work something out.

Hi

What are these files?

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

309. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ecvn4jcu1@plutonium.compulink.co.uk>
Source record: 81384

> The thread already ended... don't you feel a little silly re-fueling
> it...

Oh dear, perhaps I should go to confessions now - perhaps I should dress like a clown just so I feel even sillier!

I'm not re-fuelling (note the second 'l') - I just wanted to let you know my feelings - I didn't realise you had control over where the thread ends. Not everyone supports you, and you do like to make things public, don't you? I felt saddened that despite most people being calm and putting sensible point forwards - you were so dismissive.

Best wishes,
Mark.

310. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ed0f5$c1j$1@news.campuscwix.net>
Source record: 81385

```
On 6 Apr 1999 13:05:31 +, Martin-Eric Racine wrote:
->All right, enough of this you both! You thread is a private fight.
->Keep it for the next UK computer show. Thank you.
->
->-----------------------------------------------------------------
->Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
->The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
->New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
->-----------------------------------------------------------------

Naaaah, I suggest dueling computer equipment at 10 paces (or
whatever distance is convenient).

Naturally, some things will be prohibited. For example:

Scanners - Wouldn't want Tony G. using Spice Girl covers,
increasing the number of his offensive players
against AC!

Laser (printers) - Wouldn't want Mike or Joe tattoing "AC Rules"
all over Tony G.'s bod!

Otherwise, mice/joysticks are fine for close in work...CD's for
Ninja throwing stars, and oh! don't forget tray-loading CD-ROMs
for the odd cupholder during tea time...! ;-)))

Have fun, and "May the farce be with you!" (deliberate pun
intended!) ;-))))

PS Cheeky American git, arent' I? <grin>

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

311. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <7ed0ro$c2i$1@irk.zetnet.co.uk>
Source record: 81386

On 6 Apr 1999 13:05:31 +, Martin-Eric Racine wrote:
>All right, enough of this you both! You thread is a private fight.
>Keep it for the next UK computer show. Thank you.

Agreed - see my recent posting to that thread...

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

312. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ed22m$k0c$1@plutonium.compulink.co.uk>
Source record: 81387

> I don't.. But lets face it .. people didnt like the thread..

No- that's the point!

> so the
> thread ended.. and the only reason it is going on now is because you
> seem intent on adding more feul to the fire...

No- there was plenty already.

> We used to call that
> wooden spoon stuff...

Well we call it something worse in Devon... ;-)

> everyone else has so as soon as you stop trying to cause
> even more trouble we can all get on :)

:-) No I'm not trying to cause trouble, and you didn't need to respond
anyway! Ditto for me of course!! ;-)

> Have a nice day :)

And to you! :-)

Best wishes,
Mark.

313. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <370A1E3D.6B5EA5D7@directprovider.REMOVETHECAPITALS.net>
Source record: 81388

```
Tony Greenwood a ï¿½crit :
>
>
> Hey! "Mark Wherry" <mark@rvmp.co.uk>
>
> >> We used to call that
> >> wooden spoon stuff...
> >
> >Well we call it something worse in Devon... ;-)
>
> Ambrosia Cream rice?....hehehehe Sorry but it was wide open ;-)

Would you please take this discussion to email.

This whole thread is a personal dispute in which the only participants
are Tony Greenwood, Joe Connor and occasionally Mike Kerslake. If you
also consider the appalling level of the discussion, and that it is of
NO interest WHATSOEVER to any other Atari user, you'll realize it has
NOTHING to do on c.s.a.s.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

314. Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <oLvTIAAiRiC3Ewwx@steverosie.demon.co.uk>
Source record: 81389
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Is it possible to transfer files between Portfolio and Windoze 98/95
using the Smart Parallel Interface, without having to restart in DOS
mode?

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

315. Re: Reading a ST 1040 floppy disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Adrian Bradshaw <adrian@usanda.co.uk>
Message-ID: <7ed8sg$ji7$1@newnews.global.net.uk>
Source record: 81390

The ST format for floppy disks is ALMOST the same as the PC. It uses only one FAT rather than the PC's two. If you want to be able to copy files between PC and ST, always format the disk on the PC.

The safest bet is to use a DD (720K - not HD1.44MB) disk formatted to 720KB on the PC. A disk formatted like this will read and write in both machines.

Happy copying...

316. Re: MINT ftp or website

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7edeji$5kk$1@news3.isdnet.net>
Source record: 81391

Jeff Mitchell a &#65533;crit dans le message <7ebl0r$19v1$1@hub.org>...
>
> All the versions of Mint that I can find are 1994 or occasionally
>1995. Is it still in development, or a dead project?
>

The entire distributions are from that era. You have to install these
(KGMD/KEMD or the TAF) and then update each binary. You'll find everything
at ftp.funet.fi/pub/atari

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

317. Mpeg maker for AtariSt and Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7edeqj$36k$1@spnode25.nerdc.ufl.edu>
Source record: 81392

has anyone been able to make Mpeg videos from TGA using Fever
Mpeg.prg ? I ahev been able to decode but not encode. Any help please?

Any good programs for DOS that would make Mpeg from FLi, Flc , Flh?

Thanks

Raymond

318. Re: Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7edf11$36k$2@spnode25.nerdc.ufl.edu>
Source record: 81393
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

use a Modem cable (special cable) and Ghostlik (exe and prg)
It works, just load dos command from within Wintrouble 95 98 :)

Raymond

> Is it possible?
>
> From: Steve Stupple <Steve@steverosie.demon.co.uk>
> Reply to: Steve Stupple
> Date: Tue, 6 Apr 1999 16:12:34 +0100
> Organization: The Atari Software eXchange
> Newsgroups:
> comp.sys.atari.st,
> alt.atari,
> comp.sys.atari.st.tech
> Followup to: newsgroup(s)
>
>Is it possible to transfer files between Portfolio and Windoze 98/95
>using the Smart Parallel Interface, without having to restart in DOS
>mode?
>
>--
> Cheers! for now
> Steve <><
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
>Email: Last@steverosie.demon.co.uk
>
>Nick: Mocknbird Tel: 0870 7402518
>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

319. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-06 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923418913.17002.0.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 81394

Jeff Mitchell wrote in message <7eb8ui$qa5$1@hub.org>...

> Found a few things in dejanews, but nothing useful. I know there
>is an OS/9 for the ST (a friend had it way back), but I was never able to
>find it on the net anywhere. Not that I know how to boot it or anything :)

ISTR from that thread that it was commercial, expensive and discontinued on
the Atari. It's niche seems to be embedded processors and set top boxes.

[TOS versions and hard drives]
> 1.04 in ROM.

That should be OK, I think. It's 1.0 and 1.2 that are dodgy with hard
drives, IIRC.

> 2MB of memory.. max 4mb, people say. SIPPs, which are hard to come
>by anyway :/

Yup. I believe SIMMs are easier to find and there used to be adapters, but
heaven knows where you'd get them these days.

> URL for Teradesk?

Good question. I got it from a PD library initially, though I found the last
version in an obscure FTP archive which is no more. I've managed to locate
what I think is the last version (1.40a) in the Umich mirror at:

http://sunsite.doc.ic.ac.uk/packages/atari/umich/Utilities/Desktop/tdsk140a.
lzh

[net apps]
> I'd like to get telnet going, via PPP or SLIP across the serial
>port. Then I could telnet into a machine here, start up IRC, and use it as
>an IRC terminal. That woudl rock :) Or run a remote emacs..

Telnet shouldn't be a problem: choose your TCP/IP stack and client and go.
The best terminal emulation is with TVT102 which works with STiK or STinG,
therefore no problem in 2 megs. NB it has a few display bugs. Telstar is
more slick and GEM legal, but the terminal emulation is less good. Or there
are at least two IRC (AtarIRC, FracIRC) clients for STiK/STinG anyway.

> NVDI costs, right?

Yup, but some form of GDOS is necessary for many apps and NVDI also
accelerates graphics. Once you've had it you won't want to lose it. There is
a freeware VDI replacement called fVDI, though that's as much as I know
about it.

> And MAgic. Adds up nicely :/

Yes, it is quite pricey.

> What is COPS?

COntrol Panel Server - it's a replacement for XControl. Just in case you've been off the scene for so long, XControl was the last version of the control panel - it uses modules called CPXs.

>>1. Geneva/TOS

> Like oild GEM. Hmm. No desktop with it, though, so its really not
>much use until you do get a Gemini-happy desktop. What is most popular? If

I guess Neodesk is the ideal companion for it, but others work OK, eg Thing. Possibly the last Teradesk as it is multitasking friendly (but no long filenames, though Geneva probably doesn't do them anyway).

> Which OS is most popular? Thats th eone to use, whichever it is..

Flame wars have been started over the answer to that one. It does seem to be roughly neck and neck between MagiC and MiNT (*dons asbestos suit*). Geneva seems to be less popular.

> How well does Geneva handle OS/TTP programs?

No idea, I'm afraid: like I said I've not used it.

[MagiC]
> How much RAM does it just coisume, to hold the OS and Magxdesk?
>(is Magxdesk useful?)

In the region of 700k (MagiC5). Magxdesk is very usable (though early versions were a little crude, I believe). It will also remove itself from RAM if necessary to make more space (though I've never had to use this facility).

> None of the OSes support ppp/slip, right? Its external apps,
>totally?

Basically yes, though you could argue that MiNTnet is at OS level as it is similar to other Unix networking stacks. By far the best solution if you aren't using MiNT is STinG.

> (aside: Whats the most popular development kit these days.. gcc,
>with some gem libraries and resource editors? ie: what was CAB written
>with?)

No idea about programming environments, but CAB up to 1.5 was written in Pascal, I think, and ported to some version of C for version 2 onwards.

>>3. MiNT with replacement AES
> Again.. ramwise.. how much gets consumed by mint, and a 4.1 AESD
>of some sort? I'm an old unix lad, so mint ought not to frighten me, as
>long as there is *some* documentation available.

Hard to say: I seemed to end up with less RAM than my MagiC setup, though as I used to use Thing with AES4.1 it could have been Thing which made the

difference.

> Is mintnet documented anywhere? Any idea (guess?) how much ram
>mint + mintnet + a shell woudl consume? Is 2 enouygh to get mint going,
>some basic networking up and running, and then an app or two?

There are probably docs with it. My hunch would be that simple MiNT/AES4.1 using the built in desktop would probably come in at around the 800k mark, but by the time you've added in MiNTnet, TOSwin, drivers for MinixFS (you'll need a Minix partition if you're going to use the ported Unix apps) etc you probably won't have much change from a meg. The remaining meg would probably be a little tight for most recent apps apart from utilities and text based MiNT stuff.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

320. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <4D1YPTAg06C3EwSj@steverosie.demon.co.uk>
Source record: 81195

In article <370bb7f4333f131@ping.be>, Martin "Nightowl" Byttebier
<tos4ever@ping.be> writes
>on Wed 07-04-1999 09:15 Derryck Croker wrote:
>
>>in message <Pine.LNX.3.96.990406125801.20553C-100000@hal.fishpool.com>
>> Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'
>
>>I'm quite impressed by this newsreader, it's worth a look by anyone who's
>>experiencing problems with NEWSie. It currently lacks some of the
>>functionality that NEWSie has though, such as threading.
>
>Why don't you give Okami a try. IMHO it's far better then Newsie.

I could never get the bugger to work, I gave up!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

321. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7egahcsef1@roch.zetnet.co.uk>
Source record: 81196

On 7 Apr 1999 10:35:46 G, joska@nuts.edu wrote:

|Hi folks!
|
|I'm probably going to sell this &#&%&#" PC and use my TT for CD-recording
|instead, but before I do this (it's damn expensive!) I wanted to hear from
|more experienced user how well CD-R software for TOS performs.
|
|I need it mainly for two things:
|
|1) Backing up my harddisks, I really need Joliet-support for this.
|
|2) "Backing up" Playstation-discs (don't ask).
|
|From Soundpools web-site it doesn't look like CD Recorder Pro handles Joliet,
|this is a serious drawback for such a expensive piece of software. PSX-discs
|really shouldn't be a problem (even the most basic Windows-copier copies these
|without problems), but I'd like to hear from people who has actually done it
|before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...

You could consider CD Writer Plus and ExtendDOS Gold from Anodyne Software. I must admit that on my Hades I have not been able to get this combination to backup my hard-drive but I understand they do work on other Atari machines.

ExtenDOS Gold is said to handle ISO9660 extensions including the Joliet filesystem. (I am simply quoting from the manual. I have no idea what this means.)

John Logan

322. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990407201648.49845A@ataricomputing.compulink.co.uk>
Source record: 81197

In article <372203e5.19912922@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> >For anyone that is really that interested in how to go about
> distorting
>
> Havn't you got the message yet?.. no one is interested

You were interested enough though to keep it all going when it suited you.

323. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7egav5sge1@roch.zetnet.co.uk>
Source record: 81198

I'll have a tenner on Joe to win in the third

324. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <370ba09816cd02f0@holleman.demon.nl>
Source record: 81199

on Wed 07-04-99 09:31 John Whalley wrote:

>Hi Louis,
>
>Louis wrote in message <370a5f7c71f35f0@holleman.demon.nl>...
>
>[Demon.nl]
>>Nowadays they're terrible: I connect to their own servers (NOT going
>>beyond) and transfers are terrible... I can manage to get to 1800 or more
>>bps at times (using a 14K4 modem), but the transfers go intermittent,
>>sometimes 20 secs no bytes coming in/going out at all. They blame it on
>>"connectivity to the KPN network", I translate that into "we took way too
>>many subscribers our servers can handle"... First thing when cable-ISP are
>>allowed here (locally) is kick Demon's ass and switch...
>
>This stuff about KPN network (is that your phone company?) is rubbish: I get
>similar dead periods etc from Demon in the UK, particularly with news,
>sometimes the whole connection. And a look at the Demon groups will show
>we're not alone, and it's not a platform related problem as it's affecting
>everyone. It's definitely load-related as everything is much better at
>unpopular times of day. Do Netherlands subscribers have similar problems
>with line drops, too?
>

Hi John,

let me explain a bit: KPN used to be PTT: the Dutch state-controlled phone company/network. We only had one, if you wanted a phone connection you had to deal with them. Hi prices, etc. In the 80-s independant manufacturers brought their own phones onto the market, mostly at half the price PTT calculated (it was only then that you could BUY a phone apparatus, before you could only rent them...) but very soon the State had issued strict requirements for these and they had to be marked "officially approved". Once that was done lotsa people bought their phones independant from PTT. The whole network still was done by PTT. Now some years ago PTT became an independant venture, and at the same time the state allowed foreign companies to enter the market. Good for competition, or better said: break up the price monopoly. First thing they did was setting up mobile phone networks. These had to hook up into the regular KPN network, which still is the only one here. So, as a customer of "cheap phone co" you want to call your girlfriend who still works "old fashioned" with KPN and KPN therefore provides an entry into their own network. At this time we have 5 or more independant mobile phone companies, each setting up their own network (so you see 5 or more antenna-masts in the landscape 10 miles apart into every direction) and they all need "connectivity" into the old

KPN network. That's exactly where KPN screws up: they provide connectivity, but up to a certain amount (their own words: "to the maximum we can provide").
Demon, as an ISP decided to make use of an independant phone company to create "local calls" from about everywhere over here, but the bottleneck appears to be the "connectivity" to the KPN network.

It means, when I'm connecting to my ISP and use the mail/newsservers, so I don't go beyond on congested lines, I get connected and can make full use of my modemspeed and the S/W setup. Up till about 4, 5 months ago. Right now, I connect and discover the average rate lies somewhere at 500-700 bps. This morning I connected at 04:30 local time and it was max speed. If I try now (21:00 local, everyone Internetting around) it might be less than 500 average... Demon says it's the "connectivity". They sued KPN already for that. I got the impression myself that it's an excuse, and figure they have too many subscribers without upgrading their server's capacities.

The problem is that I'm spending 50-75 USD monthly on phone bills. The 15 USD for my ISP is no problem, but has to be added. Right now cable-ISP's are starting, the rates are around 40-50 USD a month and you don't need a phone line for that. Also then I don't give a shit when the average speed comes down to 50 bps, who cares? You pay 40-50 USD a month, whether that is connected 5 mins a day or 24 hrs makes no difference.

>That said, I think the net is getting clogged generally these days, though
>this shouldn't affect connections to local servers such as mail and news.

Exactly: I noticed the congestion going to wherever, never using their own mail- and newsservers. Nowadays it's a nuisance.

But like I said before: the first day cable-ISP is hooked into my local cable-system I switch. Cancel my extra phone line (for data only), kiss Demon goodbye and use the saved money to buy this Phenix-060! :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

325. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7egb3l$l1q$1@snipp.uninett.no>
Source record: 81200

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> On my setup BetaDOS (with spin_sd.bos) seems to create a prob. When I use
> my KGMD setup the whole system freeze when it try to load Thing 1.27.
> If I use my normal MiNT setup (without MiNTnet) BetaDOS works just great

You mean Thing crashes when BetaDOS is installed and INIT=init.prg? I
haven't had any problems here.

> BTW: what is the meaning of cluster.dos and cook_fs.dos? Do I need these
> with my N.AES setup?

Perhaps this is your problem, I've never tried any of these filesystems.
Don't worry, you don't need them. CLUSTER.DOS creates a common drive (like
U on MiNT and MagiC), COOK_FS.DOS is simply a filesystem that allows
reading, writing, creating and deleting cookies through normal GEMDOS
filesystem-calls (Fopen etc).

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

326. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7egceh$sq6$1@roch.zetnet.co.uk>
Source record: 81201

On 7 Apr 1999 20:32:00 +, Dennis Vermeire wrote:
> This thread has been running all over easter weekend and I have a feeling
> You just love it....

That's the whole point methinks! I love Tony to bits but a little
piece of advice - ignore him and he'll go away!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

327. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370bc47e3d09ee0@ping.be>
Source record: 81202

on Wed 07-04-1999 19:19 Jo Even Skarstein wrote:

>Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
>
>You mean Thing crashes when BetaDOS is installed and INIT=init.prg? I
>haven't had any problems here.

Yes. Strange enough this doesn't happen all the time. It only happens when
I switch on my Hades after a day rest and use INIT at the first startup.
When I for instance start up my Hades without INIT and then reboot the
system but this time with INIT I don't have that prob.
>
>> BTW: what is the meaning of cluster.dos and cook_fs.dos? Do I need these
>> with my N.AES setup?
>
>Perhaps this is your problem, I've never tried any of these filesystems.

Maybe.
BTW: I'm using the spin drivers:
*BOS, c:\auto\spin_sd.bos, A:9 (spin.xfs in Multitos dir)
*DOS, c:\auto\iso9660f.dos, P:A

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

328. Re: CAB download speed

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7egd13$st6$1@roch.zetnet.co.uk>
Source record: 81203

On 6 Apr 1999 23:32:21 G, Paul Williamson wrote:
| . . . .
|I don't know what you should expect with a 28.8k modem, but with my 56k I
|used to see download speeds mostly around 3000 - 5000 on the CAB display.
|I have recently upgraded to a V90 using the digital lines and see speeds
|significantly higher than this, 8000 - 12000 is not unusual, although at
|times there will always be the 400 or so speeds, presumably because the
|net is busy. Watching mail downloads with Popwatch I frequently see 9000
|- 11000 or so, and Newsie's log file confirms this. News collecting in
|Newsie is slower, around 3000 - 4000.

Clearly very much faster than my setup.

|What sort of speeds do you see downloading mail ?

I turn off many log-options because of the tendency for NEWSie to
muck up its partition. I just turned the log-transfer-rate on and
news is downloading at 1619 to 2320 cps.

|Like you, I use a Hades, STiK and HSModem. Would you like copies of any
|of my files ?

That would be very kind of you. Are the settings for DRVIN.PRG,
MFP.PRG and SCC.PRG critical?

|By the way, if you use STinG, and use ATW2DT as the Modem prefix in the
|DIAL.SCR it will report the connection speed in the dialer.

I have tried setting up STinG but could not get it to work.

|Do you have your Modem 2 port properly connected and configured to as
|high a speed as possible for your modem, and is the Serial Port CPX flow
|control set to RTS/CTS ?

As far as I know the physical connections are OK. The modem 2 speed
in Serial Port CPX is at 57600 as it is in DIAL.SCR. RTS/CTS is now
set but it wasn't always before.

John Logan

329. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7egds1$5sl$1@wanadoo.fr>
Source record: 81204

On 7 Apr 1999 10:26:23 +, Magnus Kollberg wrote:
>Didier MEQUIGNON wrote:
>
>> >> This connector has disappears on CT2B => lower price than a CT2.
>> >
>> >What? That's realy pitty as you wont be able to use the Eclipse
>> >PCI interface in order to let you use PCI cards with it then. :-\
>>
>> I haven't a tower for my FALCON ;-)
>> With an AB040 it's not possible to close box !
>
>Sure, but if you want some decent graphics modes you will need to
>add a Nova interface or Eclipse anyway and then you can't close
>the the box anyway. If you don't like nice resolutions and speedy
>graphics and the possibility to add cheap ethernet cards I guess
>it doesn't matter.

Yes I know, with my CT2B I can use 640 * 480 65K colors 31,5 Khz 60Hz
(VGA normal) with the videl...

>> >I'm happy that I have got my AB040 after all.
>>
>> Hi Magnus, just a question DSP interrupt works on AB040 ?
>
>I would think so yes.

OK.

> I see no reason why not.

Because BUS of falcon is for 68000, DTACK replace DSACK1 (68030)
and DSP send DSACK0 only to 68030 (not on BUS !). Centek has put
this signal on CT2 but it works only on a normal acces to host port
not in interrupt from host port. This interrupt is used in Quincy
and Aniplayer (with 'direct screen' and 65K colors).

Regards,

Didier.

+--+
|Didier MEQUIGNON Aniplayer download: |
|E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/ |
|Address: 25,rue de l'Ascenseur 62510 Arques FRANCE |
|Dev 68K/DSP56001/C on |
|Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp|
+--+

330. old french atari's news papers

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Antoine Gomez <antgomez@club-internet.fr>
Message-ID: <370BC036.BCE95E6B@club-internet.fr>
Source record: 81205

hello! i'm french and i have old atari's magazines to sell.
if someone is interested mail me

thanks
antoine

331. Atari mega st and cubase for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: erikdan1@gte.net
Message-ID: <7egjhnqqp1@nnrp1.dejanews.com>
Source record: 81206

cubase 3.01 modules includes modules
Mega St 4mb of ram and includes monitor and other software

300 OBO

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

332. Seagate Hawk and Cubase Audio...

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <HbQO2.5014$x43.8163@nntpserver.swip.net>
Source record: 81207

Hi everyone,
A person I know has big problems with a Seagate Hawk Ultra SCSI-2 (ST32155N) disk in CAF.
The disk works perfectly with the Falcon in every other respect, but in CAF, it moves the audio tracks around, so it's impossible to rely on which output (on an FAD8 out) the separate tracks will be sent to.
Another HD works perfectly, so there's no problem with the Falcon or the FAD. Has anyone else experienced the same problem with this model or has anyone such a disk that works?
I know that the older Hawk (not Fast SCSI or Ultra SCSI) usually work fine, but the question is about the Ultra SCSI-2 model.
Any input you can give me is very appreciated.

Don't forget to give me reports about all other HD's you've tried with CAF, so I can make additions to the list on my site - you may help many other Atarians that way :)

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

333. Re: Anyone using this hard drive on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <IbQO2.5015$x43.8163@nntpserver.swip.net>
Source record: 81208

Phantom wrote the following:

>Is anyone using a Toshiba 6.4gig 2.5 IDE Model Number MK6409MAV
>in a Falcon with HD Driver?

I've never tested this particular drive.

>Does this type of IDE drive need to be formatted before using?

>Does the latest version of HD Driver support formatting of
>IDE drives?

You don't actually need to format any HD's. Just partition them in HDDrivers HDDRUTIL program and they'll work. Some old IDE drives can't be used ever again after you've formatted them since the heads/tracks data is located in the boot sector (or at least somewhere on the disk and not in a ROM like in modern HD's), which is overwritten when you format the drive, so I believe Uwe Seimet removed the possibility to format IDE drives since it's not actually needed and to eliminate probable errors.

>I have a 540meg Western Digital 2.5 IDE in my Falcon right now
>and would like to use both drives in the standard case.
>If there is enough room for both of them, is a IDE cable with
>2 female connectors all that is needed to use both?

Be aware! Some 2.5" drives can't be set to Master or Slave, but otherwise there shouldn't be any problems...

>The RPM on the 6.4gig is 4200 is this fast enough to do
>Direct to Disk recording without problems on the Falcon or
>should I stick to SCSI drives for D2D recording?

It depends on which programs you intend to use for HD recording. Cubase Audio can't handle IDE-disks at all for audio tracks, but many other programs can.

>Also when burning Audio or Data CDs with a CDR drive using
>either CD Writer or CD Recorder will IDE drives be fast enough
>to do this on a Falcon or should SCSI drives be used instead?
>Or does it matter?

With a SCSI-drive, you'll probably never be able to write with 4X speed, but only 2X, while it may work fine with an EIDE-drive. I only have a 2X writer, so for me, it's no problem - I can choose whichever HD I want... It would be nice to cut the burning time in half though...

>I have heard that the Falcons SCSI port is faster than the IDE,
>not sure if thats true. Which one gives the best preformance?

That's absolutely wrong!
The SCSI port is limited to a theoretical maximum of 2MB/s (this theoretical speed can actually never be reached) - something that can't be enhanced without changing the SCSI-chip and probably many other things, but in a standard Falcon, a normal EIDE-disk will run at about 2.4-2.5MB/s and if the Falcon is accellerated in some way it will be even faster since the performance of the IDE-bus is depending on CPU and Bus speed. My own Quantum Fireball EIDE's run at almost 3MB/s on my Falcon which has an old, rather slow accellerator, while my Conner Fast SCSI-2 disk runs at 1.8MB/s. In most cases, 2.5" disks are slower than their 3.5" cousins, so I'm not sure you'll reach as high performance as with my two 3.5" EIDE's (yes - you guessed correctly, it's in a tower case... ;))...

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

334. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7eghsatll1@roch.zetnet.co.uk>
Source record: 81209

On 6 Apr 1999 23:57:28 , "Joe Connor" wrote:

*S*O*M*E*T*H*I*N*G*

MAny thanks Joe, I was starting to get a bit worried :-))

chrisc

335. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7egius$gj51@news.ajou.ac.kr>
Source record: 81210

On 7 Apr 1999 10:26:23 +, Magnus Kollberg wrote:
>Didier MEQUIGNON wrote:
>
>> >> This connector has disappears on CT2B => lower price than a CT2.
>> >
>> >What? That's realy pitty as you wont be able to use the Eclipse
>> >PCI interface in order to let you use PCI cards with it then. :-\
>>
>> I haven't a tower for my FALCON ;-)
>> With an AB040 it's not possible to close box !
>
>Sure, but if you want some decent graphics modes you will need to
>add a Nova interface or Eclipse anyway and then you can't close
>the the box anyway. If you don't like nice resolutions and speedy
>graphics and the possibility to add cheap ethernet cards I guess
>it doesn't matter.
>..
>> >I'm happy that I have got my AB040 after all.
>>
>> Hi Magnus, just a question DSP interrupt works on AB040 ?
>
>I would think so yes. I see no reason why not.
>
>//MK

If the revision B CT2 doesn't have pass thru connectors can you
add them to the card?

Would it be possible to use 2 ribbon cables connected to the
Falcons internal expansion connectors then connect the CT2 to
theses ribbon cables inside the Falcon and run a length of these
cables outside of the standard falcon case, then connect other
aftermarket cards to theses cable with male connectors?

In theroy I think this should work, I know a similar setup has
been done before with other Falcon upgrade boards.
I wish someone who knows more about the CT2 would check on this.
I need to use the aftermarket cards I have and if I can't use them
with the CT2 revision B. Then there is no need for me to purchase one
unless I get another Falcon.
Barry
phantomm@eastky.net

336. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: lockwood@calcna.ab.ca
Message-ID: <7egk2g$f5k@ds2.acs.ucalgary.ca>
Source record: 81211

On Wed 07-04-1999 09:24,
Derryck Croker wrote about Re: "Drive Not Responding"
in comp.sys.atari.st:

DC> I use IPA (IsoPropyl Alcohol) which Boots sell in the UK (I think it's
DC> generally called rubbing alcohol) for cleaning jobs like this. No funny
DC> looks when you ask the lady behind the counter then...

If I can just jump in here and point out that perfume, after shave,
AND Rubbing Alcohol all have other ingredients that can foul or
otherwise impair your floppy drive heads. Not Recommended.

Use the purest form of isopropyl that you can find - drug stores
usually carry 80%, but will order in 99.9% for you if you can convince
them that you are going to use if for a specific purpose, and that
you're not going to drink it (blindness, even death can result).

Regards,

--
____/ / Frank Lockwood
/ / Calgary, Alberta, Canada
__/ / Quality Classical Music Recording and Editing
__/ _______/ http://www.calcna.ab.ca/~lockwood/

337. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7egmei$a61$1@plutonium.compulink.co.uk>
Source record: 81212

> >Surely not - how could anyone blame someone sooo innocent?! :-)
>
> I wouldn't quite put it like that... "Sweet little pussycat like
> Tony"..

...who likes to scratch everyone's eye-balls out!

Now that does sound better....

Mark.

338. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7egmj6$c5q$1@plutonium.compulink.co.uk>
Source record: 81213

> I'm not antagonised TBH Mark. Saddened yes :(

:-(

339. FREE copies of Atari Computing!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7egu2nqjs1@plutonium.compulink.co.uk>
Source record: 81214

Tangled up in my "debut thread" I offered anyone reading this newsgroup the chance to obtain a free evaluation copy of Atari Computing. Everyone who took up my offer has now been dispatched a copy - naturally overseas requests will take longer to arrive.
In case anyone missed the offer here's a second chance - just let me have your postal address by email (remember to remove the spam block)...

Regards

Joe
http://www.cix.co.uk/~inactive/

340. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904072150130.121-100000@tampa1-058.southeast.net>
Source record: 81215

Very good article Denis.

341. [freeware] Update of htm2grp

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904072150410.121-100000@tampa1-058.southeast.net>
Source record: 81216

htm2grp is upated.
What's different?
well, with version 0.1, everytime you ran htm2grp to upate/create the
group, it would ignore the THING settings made on this grp.
As in:
You create a group,. then change the fonts, icons, colors, position of
window, Fine. But then htm2grp again to update your grp. The updated grp
will loose all the extra info (as stated above, fonts, size, colors etc)

With 0.2 this doesn't happen :)
src included. The archive is 14k size big.

342. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <370c1540@nemo.idirect.com>
Source record: 81217

I'll bet 400 quatloos on the newcomer.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

343. Atari Computer items - some for price of shipping

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: paul_demarni@bc.sympatico.ca
Message-ID: <%RVO2.12364$LX.4888801@WReNphoon3>
Source record: 81218

I have some miscellaneous Atari Computer Items looking for a new home, the list is as follows:

Atari SC1224 Colour Monitor, c/w captive video cable. Case is damaged, no power cord. Did work but screen had a slight flicker.

Atari SM124 B&W Monitor, c/w captive video cable, no power cord. Worked, but had identical flicker as above monitor (maybe it was the computer?)

Atari Power Supply, was used with 520 computer, unknown condition.

Atari Power Supply, for SF 354 drive, unknown condition.

Atari SF 354 external drive, probably not working.

Cable to connect the above drive to Atari computer.

All the above items can be had for the price of shipping. I am not an Atari user and do not have access to one of these computers to properly test these items. Everything looks okay except for the colour monitor with the cracked case. I weighed the 2 power supplies, disk drive and cable and found that it would cost about $15 CAN ($10 US) to surface ship those to the states. The monitors are heavier yet. Email me if you are interested.

I also have a couple of items that I am selling;

Atari SMM804 Printer. I tested this with my PC. Working, but printing a little light at the bottom of the characters. Maybe a new ribbon would help, or possibly there is a problem with it. I would like $5 plus shipping for this one. For an extra $2 you can have the parallel cable (gold contacts) Item sold AS - IS.

Atari DOS 3 Manual, includes instructions for Atari 810 and 1050 drives. In new condition. This item is listed on Ebay right now, no reserve. Once on Ebay's site, search "Atari Dos" to find it.

I am located in Western Canada, email me for any additional information.

**** Posted from RemarQ - http://www.remarq.com - Discussions Start Here (tm) ****

344. FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Cory Bonnett <guitarmn@execpc.com>
Message-ID: <7eh9k8$8e3$1@usenet44.supernews.com>
Source record: 81219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio Falcon w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44 (w/one cartridge) housed in one box; Wizztronics cartridge port expander (from one to four); two mice (one original, one ITSA); joystick; trackball; tons of discs including some Iomega Zips with commercial, freeware, and shareware SW; and serial port A-B switch. Would prefer to sell as package, but will piece out. Shipping is from Milwaukee, WI. I love the Atari platform, but am selling the last of my three systems as I continue to upgrade my new PARIS-equipped recording studio. I have many references on the web, including several Atarians both US and abroad. Please feel free to e-mail with offers and I will respond immediately. Don't forget to include your address and phone number. Thanks! BTW, the highest offer does _not_ necessarily mean anything to me. I want this gear to go to people who appreciate the inherent quality of the Atari system. Don't get me wrong, I want to make $$$ (maybe even $$$$$:) from this deal, but I also don't need to sell to a jerk who won't use it. Socialist panty-waist? Not hardly. Objectivist? Proudly.

Cory Bonnett
www.artbeyondimage.com

345. Multiple posting apology

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370b353a_derryck@news.freeserve.net>
Source record: 81220

Whoops, looks like I was too soon to praise FireNews, I seem to have
suffered from a corrupted file which led to, well, you know how it goes!

Rgds, Derryck

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

346. FS: Australia & N.Z Only

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Adrian Alcorn <alterpla@gil.com.au>
Message-ID: <370B0F6A.71FB92BA@gil.com.au>
Source record: 81245

ATARI Falcon POWER SUPPLY. New condition $150-00 including postage within Australia. $10-00 extra to New Zealand. Adrian Alcorn Brisbane Qld. Also a 50 pin centronics to 25 pin D shell cable - new for $30-00 plus small postage cost.

347. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990407001043.27031D@ataricomputing.compulink.co.uk>
Source record: 81246

In article <370cfb44.7997927@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> The thread already ended... don't you feel a little silly re-fueling
> it...

Really, the thread has ended has it? I seem to remember you arbitrarily
deciding that the last time we went head to head too?

For anyone that is really that interested in how to go about distorting
things that have been said have a look at the last couple of days in
uk.legal

As Tony has already started cross posting message from CSAS to uk.legal I
thought I'd post one of his
Viz:
****
Following on.. I asked for an apology or I would report the person
under the DPA..

This is the last post from him about ten minutes ago... My question
now... I see this as a physical threat to both me and my family..
would his ISP also see it as such ?

The >> > or him and the >> is me..

>> >I can be contacted at the address shown in page 4 of Atari Computing
>> >Issue 12, under "How to contact us".
>> >
>> >Have you got tape on all your glass windows Tony?
>>
>> I don't understand.. What does the above mean?
>
>Para 1 is how to contact AC magazine
>
>Para 2 means...
>
>Well if you think that the after mentioned paragraph which I have
>previously posted, ie:
>
>"3) Subscribed under a different name (You last subscribed up to and

> including issue 3 as Tony Greenwood)"
>
>is worthy of reporting under the DPA, I hope all your silica based
>weather protection devices are secured and worthy of scrutiny.
>

>Gaffer tape across the windows I believe is very good at preventing then
>shattering and injuring the persons inside.
>
>Tony, YHM
>
>Al

Sorry if this all seems petty.. But I can assure you I have issued no threats of violence.. I have not done any swearing or name calling... All I did was ask for an apology...well I sort of demanded one:)

Is this seen as a threat.. it does to me.

Any help appreciated:)

And someone replied to you...

>Anyway, whack along to the police with a copy of it. It sounds like you
>are in fear of physical assault.

Complained to his ISP and am hoping the whole thing goes away now..

Thanks for the input as this whole thing is well out of my knowledge base :)

****

I followed this up with a private email to Tony which he has not acknowledged or replied to.

Now the question is did I threaten Tony? Of course I didn't, I was suggesting that someone who lives in a glass house shouldn't be throwing stones around.

And I have been complained about to my ISP for this? (Of course I'm still waiting to hear from The Data Protection Registrar)

Tony, go look in the mirror and have a long hard look at yourself. Then have a look at the news and try to decide exactly how important you, me and this whole thing is in the grand scheme of things.

Now go away and find someone else to try to bully. You have been shown up as what you are!

Al

348. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923442756.13076.1.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 81247

```
Mike Kerslake wrote in message <7edusu$97v$2@plutonium.compulink.co.uk>...
>On 5 Apr 1999 18:33:03 +, "John Whalley" wrote:

>But it was, IMO, a well-balanced posting that summed things up well.
>Much in line with my own personal understanding/viewpoint FWIW!
>
>Well done John!

Ta muchly!

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/
```

349. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923442755.13076.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 81248

Jeff Mitchell wrote in message <7edi0c$1keh$1@hub.org>...

> Now, back to the days of disk defragmentation. *sigh* :) (I'm used
>to the berkley fast fileysstem in unix, which takes care of all that for
>you)

TBH I never had much of a problem with fragmentation on my STE. I think I've defragged the whole disk about twice (in over 5 years), maybe a little more on a couple of heavily used partitions. Probably because most of the partitions are used for programs or fairly static data storage. The big-league constantly-shifting data tends to be mainly on one partition (internet stuff, ie CAB's cache, news, mail etc). Sometimes small partitions and the absence of VM are an advantage, really!

[SIMMs and SIPPs]
> Thankfully I live in one of the biggest cities in Canada; I posted
>to a few newsgroups, and someone is going to give me some sipp conversion
>kiots, and someone else will sell me SIPPs (1meg, 30pin) for $2.50 each.
>I'll pick up a few, and plug them in, and see what happens. 4MB seems to
>be useful -- 2mb gets you the OS and toys, but 4mb gets you all of that
>and then runs like a 2mb machine :)

Glad you've managed to find the right bits. You will definitely feel the benefit :-)

>>Telnet shouldn't be a problem: choose your TCP/IP stack and client and go.
>>The best terminal emulation is with TVT102 which works with STiK or STinG,
>>therefore no problem in 2 megs. NB it has a few display bugs. Telstar is
>
> OKay. I'll go look at these guys. Costware?

Nope. All the above are free, to the best of my knowledge :-)))))

A couple of useful URLs:

Peter Rottengatter's site (STinG):

http://www.stud.uni-hannover.de/~perot/index-e.html

STiK homepage (clients):

http://www.flinny.demon.co.uk/

Hallvard Tangeraas' Atari URL Launchpad (links to all sorts of useful stuff):

http://launchpad1.atari.org/

> NVDI? Is it *needed* or just handy?

Many would regard it as needed, though unless you use apps that use it it's more in the "handy" category. As the GDOS options have improved over time, more modern apps tend to use them (saves everyone having to do their own font handling and printer drivers: you just have one font handler and system printer). The only real alternative to NVDI is SpeedoGDOS, which lacks the accelerated graphics routines.

If you don't use GDOS programs and can live without the acceleration, you can live without it.

>What I really need is a good shell and emacs, and I'm happy :)
>(as long as emacs can run emacs-like). Think I'll have to pop in this
>500mb drive I've got, if I can figure out how to open a stacy.

You sound like MiNT is likely to be just up your street. I have a vague recollection of there being MiNT emacs ports on the FTP sites, and I think most of the usual Unix shells are available.

> IS formatting and setting up a disk easy? I've forgotten. Been 10
>years. Just plug in the drive, boto up the atari hard disk utils, and go
>to it? Can that software handle 500MB SCSI disks? How big can partityions
>be? Questions-boy :)

Out of my league, really! I confess my HD came preformatted and partitioned and I never tried to alter it, with the exception of replacing the ICD drivers which came with it with HDdriver and turning one partition over to MinixFS for MiNT. HDdriver can certainly handle big drives, though you run into OS limitations before you hit HDD's. There are wiser people around here who can fill you in on the details.

> Any idea how to join the mint mailing list? I've found archives of
>it, but never info on how to join :)

Don't know about joining the list properly, but it is gated to Usenet as muc.lists.mint if you want to take a look. Not sure if you can post to it that way, though.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

350. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990407003750.27031E@ataricomputing.compulink.co.uk>
Source record: 81249

In article <37129376.11991749@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> Hey I am impressed...You still have your cix account?

Your further attempt at bullying have now been made public. I think you
may find you have gone too far this time Tony. Attempting to get CiX to
terminate the magazines account to satisfy your personal vendetta says
more about you than you can possibly imagine.

An Apology.
I apologise to all the other people who have been forced (once again) to
sit and read through this drivel. It does go to show that there are
bullies in this world from the school playground to international
politics, and everywhere in between.

The problem with Tony is that if I say that I will post no further
messages he takes that as an admission of defeat by whoever he is
targetting at the time.

As for threats, there is only one person here making threats...

Al

351. Re: Asante Ethernet to SCSI movement still alive?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <370A8C3C.6A0D979C@village.uunet.be>
Source record: 81250

Hi,

Brian T. Hutchinson wrote:
>
> I've been away from the group for a while ..... I found a store that had
> Asante FriendlyNet Adapters they were trying to get rid of.
>
> I picked up the last 10 BaseT/BNC adapter but there are 10-15 BNC
> adapters I can get if the SCSI Ethernet project is still alive and
> anyone needs it.

Well, the scsi-ethernet project is still alive.
I don't know if asante scsi-ethernet adaptors will help us. Asante won't
give technical specifications about their adaptors, so it's almost
impossible to write a driver for it without these specs. Especially
since there isn't a driver on other systems like Linux.
But maybe there is another solution. Check out :

http://gallery.uunet.be/saka/atari/network/projects.htm#SCSI-project

Maybe there are some ppl interested in the adaptors, but I doubt it.

Greetings,

--
Saka -- Karl Samyn
ir telecommunications

352. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: db361@torfree.net
Message-ID: <F9sn73.GM2.0.bloor@torfree.net>
Source record: 81251

My 1040STe's original Epson SMD380 drive suddenly went after about 5 years of steady use. Eventually I found a used Atari SF314 drive with a more-or-less identical drive in it (an Epson SMD390?) which I transplanted into my 1040 STe. Relatively painless, and tthe 1040 is happy. meanwhile I have these bits of an SF314 with no drive in the bay. Other than that, the experience was relatively painless.

John S. Gray
Isolated out in Atlantic Canada

353. Anyone using this hard drive on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7eebki$f1t2@news.ajou.ac.kr>
Source record: 81252

Greetings Atari Folks,

Is anyone using a Toshiba 6.4gig 2.5 IDE Model Number MK6409MAV
in a Falcon with HD Driver?

I'd like to know if this drive will work well.
It should arrive here in a few days and I want to be sure
I can use it before installing it.
At the moment I am using HD Driver version 6, but plan to
upgrade soon to the latest version.

Does this type of IDE drive need to be formatted before using?

Does the latest version of HD Driver support formatting of
IDE drives?

Also will version 6 of HD Driver work well enough with this
drive until I get the latest upgrade?

I have a 540meg Western Digital 2.5 IDE in my Falcon right now
and would like to use both drives in the standard case.
If there is enough room for both of them, is a IDE cable with
2 female connectors all that is needed to use both?

The RPM on the 6.4gig is 4200 is this fast enough to do
Direct to Disk recording without problems on the Falcon or
should I stick to SCSI drives for D2D recording?

Also when burning Audio or Data CDs with a CDR drive using
either CD Writer or CD Recorder will IDE drives be fast enough
to do this on a Falcon or should SCSI drives be used instead?
Or does it matter?

I have heard that the Falcons SCSI port is faster than the IDE,
not sure if thats true. Which one gives the best preformance?

Any help is appreciated,
phantomm@eastky.net

354. Any Atari Mailing Lists for Video/Animation?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7eebkp$f1t3@news.ajou.ac.kr>
Source record: 81253

Greetings Atari Folks,

Was wondering if there are any mailing lists for folks
interested in creating video, graphics, and animation
on Atari Computers?

I think a Mailing list for users of Apex Media would be
a good idea if there isn't one already.

If there are any mailing lists like this I would like to
know the info on how to join.
Thanks,
phantomm@eastky.net

355. Re: Outside Mem. Manager prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <370AFBC4.44DC@ooc.de>
Source record: 81254

guitarra@afn.org wrote:

> I am trying this program with Apex Media and when capturing frames it only gets 17 frames each time. When Editing OUTSIDE
> works quite well. Is it possible to set OUTSIDE for use on Video Capture?

I suggest that you simply give it a try.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

356. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <370B16AF.EA3A9D4D@NO.SPAM.emw.ericsson.se>
Source record: 81255

Didier MEQUIGNON wrote:

> >> This connector has disappears on CT2B => lower price than a CT2.
> >
> >What? That's realy pitty as you wont be able to use the Eclipse
> >PCI interface in order to let you use PCI cards with it then. :-\
>
> I haven't a tower for my FALCON ;-)
> With an AB040 it's not possible to close box !

Sure, but if you want some decent graphics modes you will need to
add a Nova interface or Eclipse anyway and then you can't close
the the box anyway. If you don't like nice resolutions and speedy
graphics and the possibility to add cheap ethernet cards I guess
it doesn't matter.
.
> >I'm happy that I have got my AB040 after all.
>
> Hi Magnus, just a question DSP interrupt works on AB040 ?

I would think so yes. I see no reason why not.

//MK

357. Re: Asante Ethernet to SCSI movement still alive?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990407112523.21988B-100000@hal.fishpool.com>
Source record: 81256

I have tried contacting Asantï¿½ and several other manufacturers.
All of them mindlessly reply "please upgrade your old Mc 68k to
newer G3 models" first, but when I explain we are _not_ using
Macs, then they reply that anyways the product is discontinued
and they are not interrested in releasing the drivers' sources
to anyone, even if I would agree to signing a non-disclosure
agreement. Basically, they don't give a shit....

On Tue, 6 Apr 1999, Brian T. Hutchinson wrote:

> I've been away from the group for a while ..... I found a store that had
> Asante FriendlyNet Adapters they were trying to get rid of.
>
> I picked up the last 10 BaseT/BNC adapter but there are 10-15 BNC
> adapters I can get if the SCSI Ethernet project is still alive and
> anyone needs it.
>
> Thanks,
>
> Brian
>
>
>

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

358. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923475241.27647.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 81257

Hi Louis,

Louis wrote in message <370a5f7c71f35f0@holleman.demon.nl>...

[Demon.nl]
>Nowadays they're terrible: I connect to their own servers (NOT going
>beyond) and transfers are terrible... I can manage to get to 1800 or more
>bps at times (using a 14K4 modem), but the transfers go intermittent,
>sometimes 20 secs no bytes coming in/going out at all. They blame it on
>"connectivity to the KPN network", I translate that into "we took way too
>many subscribers our servers can handle"... First thing when cable-ISP are
>allowed here (locally) is kick Demon's ass and switch...

This stuff about KPN network (is that your phone company?) is rubbish: I get similar dead periods etc from Demon in the UK, particularly with news, sometimes the whole connection. And a look at the Demon groups will show we're not alone, and it's not a platform related problem as it's affecting everyone. It's definitely load-related as everything is much better at unpopular times of day. Do Netherlands subscribers have similar problems with line drops, too?

On the plus side, this kind of thing tends to be cyclical at Demon: everything goes to pot and then they upgrade their systems and all is well for a while until the load increases again. Things tend to be particularly bad after Xmas as all the newbies get started who had modems for presents :-)

That said, I think the net is getting clogged generally these days, though this shouldn't affect connections to local servers such as mail and news.

BTW, one cure for this is to find someone who uses Compuserve for internet access: one look at the snailesque way in which everything barely functions will convince you things ain't so bad after all. Also, an afternoon trying to use the net in the university library where I work will dispell any longings for a permanent connection... :-(

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

359. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370b2248_derryck@news.freeserve.net>
Source record: 81258

in message <Pine.LNX.3.96.990406125801.20553C-100000@hal.fishpool.com>
Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'

>> I'm trying out FireNews ATM BTW - I've emailed the author for a key but no
> Christian Anderson is currently doing a Java programming contract
> away from his hometown. He uses a different e-mail account while
> he works there, but I don't have the address off-hand.

Thanks Martin-Eric, I guess that he wouldn't have access to his key
generator there.

I'm quite impressed by this newsreader, it's worth a look by anyone who's
experiencing problems with NEWSie. It currently lacks some of the
functionality that NEWSie has though, such as threading.

Rgds, Derryck

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

360. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370b246a_derryck@news.freeserve.net>
Source record: 81259

in message <CmOJTcAn8fC3EwGF@steverosie.demon.co.uk>
Steve Stupple wrote about 'Re: "Drive Not Responding"'

> In article <7ebgkq$g9c$1@news-2.news.gte.net>, Lou Lew
> <loulewlj@gte.net> writes

>>So if I clean out the dust, etc., and that doesn't fix it, should I

> I use some old after shave or some cheap perfume, pretty hard to find
> when you don't have person to go with it;), the important things is that
> most perfumes are alcohol based so that is evaporates.

I use IPA (IsoPropyl Alcohol) which Boots sell in the UK (I think it's
generally called rubbing alcohol) for cleaning jobs like this. No funny
looks when you ask the lady behind the counter then...

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

361. CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7efce2phk1@nnrp1.dejanews.com>
Source record: 81260

Hi folks!

I'm probably going to sell this &#&%&#" PC and use my TT for CD-recording instead, but before I do this (it's damn expensive!) I wanted to hear from more experienced user how well CD-R software for TOS performs.

I need it mainly for two things:

1) Backing up my harddisks, I really need Joliet-support for this.

2) "Backing up" Playstation-discs (don't ask).

From Soundpools web-site it doesn't look like CD Recorder Pro handles Joliet, this is a serious drawback for such a expensive piece of software. PSX-discs really shouldn't be a problem (even the most basic Windows-copier copies these without problems), but I'd like to hear from people who has actually done it before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

362. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <5KpINEAQwzC3EwCf@steverosie.demon.co.uk>
Source record: 81261

In article <FN_370b246a_derryck@news.freeserve.net>, Derryck Croker
<derryck@NOSPAMcix.co.uk> writes
>
>I use IPA (IsoPropyl Alcohol) which Boots sell in the UK (I think it's
>generally called rubbing alcohol) for cleaning jobs like this. No funny
>looks when you ask the lady behind the counter then...
>

You know that bottle of smelly stuff you and your partner get from your
aunt Fanny, now you've got a use to it;)

Thanks Derryck I have a look into Boots, well I do need a new pair;),
next time I'm in town.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

363. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <4q0IVLAmyzC3EwA0@steverosie.demon.co.uk>
Source record: 81262

In article <F9sn73.GM2.0.bloor@torfree.net>, John S. Gray
<db361@torfree.net> writes
>My 1040STe's original Epson SMD380 drive suddenly went after about 5
>years of steady use. Eventually I found a used Atari SF314 drive with a
>more-or-less identical drive in it (an Epson SMD390?) which I
>transplanted into my 1040 STe. Relatively painless, and tthe 1040 is
>happy. meanwhile I have these bits of an SF314 with no drive in the bay.
>Other than that, the experience was relatively painless.

Hi John

I'd be interested in the unused case etc. as I'm after a drive with a
pass-through port;)

Thanx;)

Isolated in Wales, and from my next door neighbour by a wall;)

--
Cheers! for now
Steve <><

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The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
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Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

364. Re: HELP! anyone know a good HD Editor.

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zaAKZOA14zC3EwD2@steverosie.demon.co.uk>
Source record: 81263

In article <7ee3tkgls6@plutonium.compulink.co.uk>, Joe Connor
<joe@inactive.SPAMBLOCK.cix.co.uk> writes
>Hi Brian,
>
>Brian Lang wrote in message <370a40a4.0@news.internex.net.au>...
>> Does any one know a good HD editor or Utils that I might be able to use
>>to get some of my songs back?
>I think Knife is one of the better options but it does require some
>knowledge of disk structure - there was a tutorial back in the mists of
>time.
>For mere recovery of deleted files and hard disk management I like Crypton -
>programmed by some Swiss guys - it turned up on a Floppyshop disk at one
>point but the version I bought was commercial (and IIRC also German) - so
>not much help there - sorry!
>

Knife ST is pretty restricted if the directory or fats, or any sectors
around that area or contain drive info are bad:(Even bad checksums can
prevent simple actions.

If anyone comes across a program that can give access to ALL hard drive
data, address fields and sync data at a VERY low level, I'd be very
interested in it;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
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The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
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Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

365. joysticks

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jonathan <jondun@microsoft.com>
Message-ID: <7efli8$1qs@news.dns.microsoft.com>
Source record: 81264

Hi Can anyone tell me if i can use an ST compatable joystick with my PC? Do i need either software or Hardware to acomplish this?

Also does anywhere still sell the competition pro 5000 joysticks?

Thanks
Jonathan

366. Re: HELP! anyone know a good HD Editor.

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923497506-075655AEicMi@ping.be>
Source record: 81265

Steve Stupple <Steve@steverosie.demon.co.uk> wrote on 07-04-99:

Hi Steve,

>If anyone comes across a program that can give access to ALL hard drive
>data, address fields and sync data at a VERY low level, I'd be very
>interested in it;)
It's here among us....unfortunately it's a German program: DISKUS.

If we want a English version we'll have to ask Dr. Uwe Seimet very
politely.
It's not a language problem this time, cause we know his English is very
good.

This bluntly refusing to release English versions it happening more and
more,
and the reasons the German softwarehouses give just make me ROTFL.... I
know
that there are a lot of Atari users in Germany, but I can't imagine there
are
more of them in one country then in the rest of the world....

They don't produce English versions because they've got the impression
that
there's no market for it... It's up to us to prove them wrong, bombard
them
with eMail, asking & demanding a English version, that's the only way
we've
got to let them now we're out here and are interested in their products.

Cheers from Belgium

Dennis

367. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923497508-076143AEicMi@ping.be>
Source record: 81266

Jo Even Skarstein wrote on 07-04-99 :

Hi Jo,

>I need it mainly for two things:
>
>1) Backing up my harddisks, I really need Joliet-support for this.
>
>2) "Backing up" Playstation-discs (don't ask).

1 = NO, Joliet is not supported -(
2 = YES, including the tricky bootsector -)

>before I spend DEM150 on CD Recorder Pro
AFAIK the program costs 350DEM not 150DEM -((

Cheers from Belgium

Dennis

368. Re: Anyone using this hard drive on a Falco

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7efotegbi1@news.campuscwix.net>
Source record: 81267

Hi Barry! ;-)

On 7 Apr 1999 01:16:02 G, Phantom wrote:
->Greetings Atari Folks,
->
->Is anyone using a Toshiba 6.4gig 2.5 IDE Model Number MK6409MAV
->in a Falcon with HD Driver?

Well, I don't have that particular drive, but I do have the Toshiba
MK2109MAT 2.5"/2 GIG/IDE drive, and it works fine with HDDriver
version 7.61...

->Does this type of IDE drive need to be formatted before using?

NO-do not format IDE drives! You risk damaging them if you do.

->Does the latest version of HD Driver support formatting of
->IDE drives?

I don't think so, but you could ask Uwe Seimet for verification.

<snip-things I couldn't answer>

->Also when burning Audio or Data CDs with a CDR drive using
->either CD Writer or CD Recorder will IDE drives be fast enough
->to do this on a Falcon or should SCSI drives be used instead?
->Or does it matter?

My IDE drive is fast enough. Under SingleTOS, with as few ACC's
and auto folder programs running as possible, I managed 4x to
my Yamaha CDRW4416S, without errors. Note this is with CDWriter,
not CD Recorder...

->I have heard that the Falcons SCSI port is faster than the IDE,
->not sure if thats true. Which one gives the best preformance?

I believe thats right. Interesting note though-if you accelerate
your Falcon, the IDE speeds up. SCSI speed, AFAIK, will always be
the same...

->Any help is appreciated,
->phantomm@eastky.net
->.

Hope this helped some. Catch ya later! ;-)

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
```

/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

369. FA: Falcon 030 800MBHD 14MB Ram No Reserve!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: maurice0515@my-dejanews.com
Message-ID: <7efrsc$5rt$1@nnrp1.dejanews.com>
Source record: 81268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Only Few hours left a Falcon 030 for under $300
Bid on this item
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=86061823

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

370. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7efpc4$n13$1@plutonium.compulink.co.uk>
Source record: 81269

> before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...

I have a copy of CD Recorder Pro 2 for sale for 60 UKP if you're
interested.... :-)

Best wishes,
Mark.

371. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7efprngbi2@news.campuscwix.net>
Source record: 81270

On 7 Apr 1999 10:35:46 G, joska@nuts.edu wrote:
->Hi folks!
->
->I'm probably going to sell this &#&%&#" PC and use my TT for CD-recording
->instead, but before I do this (it's damn expensive!) I wanted to hear from
->more experienced user how well CD-R software for TOS performs.
->
->I need it mainly for two things:
->
->1) Backing up my harddisks, I really need Joliet-support for this.
->
->2) "Backing up" Playstation-discs (don't ask).
->
->From Soundpools web-site it doesn't look like CD Recorder Pro handles Joliet,
->this is a serious drawback for such a expensive piece of software. PSX-discs
->really shouldn't be a problem (even the most basic Windows-copier copies these
->without problems), but I'd like to hear from people who has actually done it
->before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...
->
->Jo Even Skarstein

Jo, I have CDWriter + from Anodyne Software (Roger Burrows) who also do
the ExtenDos software. I'm using it with a Yamaha CDW4416S 4 x 4 x 16
speed CDRW. Here are some of my experiences so far...

Joliet support is provided. However, I never even tried to back up my
Minix partition because I could not get it to record correctly while
running under MiNT. I stopped as many active programs (such as CD-Player)
as I could, which is what the author recommends under multitasking setups.
CDWriter ha a "simulated" mode, that does a check on whether or not the
real write will be successful or not. If its successful, the software
goes ahead and does the actual write. At 4x and 2x, it failed under my
MiNT setup. I never tried 1x, seemed pointless...

Now, under SingleTOS, with as few ACC's/Auto folder programs, etc, as
possible running, I got both 2x and 4x recording just fine. Backed up
my 2 Gig HD on 2 CDR's in about 30+ minutes or so...Nice.

I'm not sure why it won't work correctly under MiNT, and until then,
I can't tell if it will back up a Minix partition or not...

Hope this helps some! ;-)

PS Oh, my brother says that you can copy the Playstation disks but
that they won't play without a special chip or something...

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

372. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7efqq0csm1@plutonium.compulink.co.uk>
Source record: 81271

> >And I have been complained about to my ISP for this? (Of course I'm still
>
> Everyone wants the thread to die but members of AC it would seem...

Everyone wants the thread to die, but you keep sticking the knife in, both
in and out of this thread.

> I guarantee some wannabe moderator will be along in a minute blaming
> me... sheesh :(

Surely not - how could anyone blame someone sooo innocent?! :-)

> I have attacked no one.. But I have defended with venom... The proof
> is in the thread for all to see..
> But like sheep everyone takes the
> side of AC.... How utterly predictable :)

Perhaps because you are wrong?

> If only you could see how amusing all this is from here..

From where I am it is even more amusing, especially watching you feign
ignorance as you get backed into a corner...

> Following
> blindly ..The blind leading the blind..... ho hum..

And yet you are able to see so clearly, how clever of you.

> Anyone else have a good easter...too many chcolate buttons here to be
> honest... ha well :)

I'm still waiting for the Easter bunny to arrive....

> Ooooer...and still he has a cix account.. tsk ..

Come on, dropping a remark like that is only going to antagonise Al further.
You [Tony] seem to only believe in free speech so long as you control it -
uh-oh I use CIX too, perhaps I'm next - and Joe, Mike, ...argh! :-)

Best wishes,
Mark.

373. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7efqq2csm2@plutonium.compulink.co.uk>
Source record: 81272

> >For anyone that is really that interested in how to go about distorting
>
> Havn't you got the message yet?.. no one is interested....

No one is interested in what Tony? Don't say this thread - let's hear the specifics...

> Hey mr bloomin rice puddin over there

That's me! :-) Anyway, it was you who put the rice pudding in my mouth in the first place, remember? :-) Isn't Dejanews a wonderful thing, type in a name and see what someone has been saying :-) and it's legal! ;-)

> I get
> the blame for fueling the thread.... But you and Al get a pat on the
> back... bloomin marvelous innit :)

Perhaps if you hadn't taken an innocent comment so personally in the first place....

Best wishes,
Mark.

374. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370AF9C4.15DBD5F0@ping.be>
Source record: 81273

Joe Connor a ï¿½crit:
> Can you imagine the negative impact just a few people like Tony have on
> my enthusiasm for the Atari scene?

Yes ...

> It's only the letters of encouragement
> and support from loyal contributors and programmers that has kept me going.

There are always two sides, try to balance both, this will allow you to keep
enthousiast Joe ! And people like Tony are legion ... that will not avoid us
to live.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

375. FS: a lot of atari cd-roms

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370B66FB.9095E50F@ping.be>
Source record: 81274

```
Atari CD-ROMS 60 FF/UKP 6 each:

Whiteline series:
---------------
- Alpha
- Gamma

Skyline series:
-------------
- Skyline
- Skyline de luxe

Jeux:
----
- Gambler : 800 Falcon & TT games
- My series "special TT"

Suzy B's Atari Software Treasury:
-----------------------------
- Volume 1 (2cds)
- Volume 2

Diverse:
------
- Atari GOLD
- Portfolio club deutschland

CD-ROMS Homa House Systems:
-------------------------------------------
All the cds must go in one package I will not separate them, the drivers are
the latest and it will be possible to update them in the future.
All five cds + drivers for 500 FF/UKP 50
-Infopedia 2
- UFO 2
- MPC Wizzard 2
- Time almanach 1990s
- Pharmassist & Total Body
```

NOTE IMPORTANTE : ☐for payment, you will have to add the postage costs.
Only email requests please

```
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

376. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990407161233.20057A@ataricomputing.compulink.co.uk>
Source record: 81275

In article <7efqq0csm1@plutonium.compulink.co.uk>, mark@rvmp.co.uk (Mark Wherry) wrote:

> > Ooooer...and still he has a cix account.. tsk ..
>
> Come on, dropping a remark like that is only going to antagonise Al
> further.

I'm not antagonised TBH Mark. Saddened yes :(

377. WTB: Profibuch

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: j.d.coleman@ncl.ac.uk
Message-ID: <7eftch$bi0$1@ucsnew1.ncl.ac.uk>
Source record: 81276

I'm after a Profibuch, if anyone has one for sale.

Thanks,

J

--
NetBSD - the most widely ported operating system available

378. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7efur4jdo1@snipp.uninett.no>
Source record: 81277

Jeff Mitchell <skeezix@loner.icomm.ca> wrote:

> use them. What I really need is a good shell and emacs, and I'm happy :)
> (as long as emacs can run emacs-like). Think I'll have to pop in this

Sounds like MiNT is what you need. You might even get away with the free
(well, it's been available everywhere for years now so I guess nobody
really cares) AES 4.1-beta if you can live with the (lack of) speed.

Have a look at 'ftp://ftp.funet.fi/pub/atari/piwo-mint/' (and
/atari/mint/) to get an impression of what's available for MiNT.

You should also download the Geneva-demo from Gribnif's web-site (link at
http://atari.nvg.org/launchpad/) and check it out.

> IS formatting and setting up a disk easy? I've forgotten. Been 10
> years. Just plug in the drive, boto up the atari hard disk utils, and go
> to it? Can that software handle 500MB SCSI disks? How big can partityions
> be? Questions-boy :)

You really should buy HD-Driver, it's commercial (but not expensive) but
it's simply the best harddisk-driver available. EOD. Uwe Seimet is also
very supportive, and with the latest version you can have huge harddisks
(more than 8Gb) with huge partitions (does anybody know the limit?) with
support for almost any filesystem imaginable. Old, standard Atari-FAT,
DOS, VFAT, FAT32 (with VFAT), minixfs and ext2fs (still beta, but comes
along nicely) to name a few... (VFAT/FAT32 with MiNT and MagiC, everything
with MiNT)

You don't even need to format the drive, just partition it.

Btw. I believe you need Link '97 to use drives bigger than 1Gb on STs, but
as I don't have SCSI-drives on my STs I really don't know. Uwe Seimet will
most likely correct me :-)

> Indeed. MagiC sounds good, but it costs too much for me right

The initial cost is not too bad, but the updates are IMO too expensive.

> Any idea how to join the mint mailing list? I've found archives of
> it, but never info on how to join :)

Send a mail to mint-request@fishpool.com with the phrase 'subscribe mint'
in the body.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/

```
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

379. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7efuufjdo2@snipp.uninett.no>
Source record: 81278

Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:

> I'm certainly not prepared to be bullied by Tony (or anyone else) and would
> be interested to know what would you have done differently, by email if you
> prefer...

With the risk of getting my head chopped off: Let Tony think he's won,
then he quits.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

380. Re: Anyone using this hard drive on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7efvm3jdo3@snipp.uninett.no>
Source record: 81279

Phantom <phantomm@eastky.net> wrote:

> Is anyone using a Toshiba 6.4gig 2.5 IDE Model Number MK6409MAV
> in a Falcon with HD Driver?

> I'd like to know if this drive will work well.

I don't have one, but it will almost certainly work. I can't see any
reason why it shouldn't.

> Does this type of IDE drive need to be formatted before using?

Definitely not.

> Does the latest version of HD Driver support formatting of
> IDE drives?

I don't know, but it doesn't matter anyway because IDE-drives (and
generally SCSI-drives as well) doesn't need formatting. Just partition it.

> Also will version 6 of HD Driver work well enough with this
> drive until I get the latest upgrade?

I really don't know if this version can handle drives this size, but it
worked fine with my 1.2Gb Fireball.

> I have a 540meg Western Digital 2.5 IDE in my Falcon right now
> and would like to use both drives in the standard case.
> If there is enough room for both of them, is a IDE cable with
> 2 female connectors all that is needed to use both?

Yes and yes. Just find a vacant spot and fix the second drive with 3M
double-adhesive tape or similar. The second drive must be jumpered as
slave, consult the datasheet for more info.

> The RPM on the 6.4gig is 4200 is this fast enough to do
> Direct to Disk recording without problems on the Falcon or
> should I stick to SCSI drives for D2D recording?

RPM has nothing to do with it, D2D often needs SCSI because there's no DMA
on the IDE-port. Some programs will work happily with IDE as well, and
your drive is definitely fast enough. Your Falcon is probably a lot slower
than any modern drive, IDE or SCSI.

> Also when burning Audio or Data CDs with a CDR drive using
> either CD Writer or CD Recorder will IDE drives be fast enough
> to do this on a Falcon or should SCSI drives be used instead?
> Or does it matter?

I don't know about CD-Writer, but Soundpool recommends IDE-drives on Falcon because the SCSI-bus is too slow (1.8Mb/s) for 4x writes when it has to read from a SCSI-device as well.

> I have heard that the Falcons SCSI port is faster than the IDE,
> not sure if thats true. Which one gives the best preformance?

Definitely IDE! The SCSI-bus is limited to 1.8Mb/s, while IDE is capable of atleast 50% more on a stock Falcon. Accelerated Falcons can do anything between 4Mb/s (Nemesis) and 8Mb/s (CT2) on IDE, but the SCSI-bus can never go faster than 1.8Mb/s because of the SCSI-controller.

However, with MagiC (and soon MiNT) you can have true DMA-transfers on the SCSI-bus, this will probably result in more smooth multitasking even if the IDE-drive is eight times faster...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

381. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eg03kjdo4@snipp.uninett.no>
Source record: 81280

Dennis Vermeire <dennis.vermeire@ping.be> wrote:

>>before I spend DEM150 on CD Recorder Pro
> AFAIK the program costs 350DEM not 150DEM -((

According to Soundpools website it costs DEM149 for CDRecorder Pro, and
the same for CDRecorder Audio.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

382. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eg0gqjdo5@snipp.uninett.no>
Source record: 81281

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote:

> Joliet support is provided. However, I never even tried to back up my

Great :-)

> Minix partition because I could not get it to record correctly while
> running under MiNT. I stopped as many active programs (such as CD-Player)

Not so great, but it's something I can live with as the TT (unlike my
Falcon) can also run MagiC. I usually tar my minixfs-partitions before
backing them up anyway.

> goes ahead and does the actual write. At 4x and 2x, it failed under my
> MiNT setup. I never tried 1x, seemed pointless...

It's possible that this is related to your problem with ExtenDOS under the
latest MiNT-beta. Have you tried BetaDOS as I suggested? I've been using
it for a few months now and it works extremely well under MiNT and TOS.

> PS Oh, my brother says that you can copy the Playstation disks but
> that they won't play without a special chip or something...

I know, I actually finance my other hobby (radiocontrolled cars) by
installing modchips for spotty brats with CD-R's ;-)

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

383. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eg0r7jdo6@snipp.uninett.no>
Source record: 81282

Dennis Vermeire <dennis.vermeire@ping.be> wrote:

> If one is willing to spend a bit more money he could even attach the tuner to
> a LCD Screen or a 21" monitor....

I saw a link on slashdot last year to a 6" LCD-display (and I mean *just*
the display, no casing or anything) with NTSC-circuitry and
RGB-connectors. It was surprisingly cheap, USD99, if it had supported PAL
I'd buy one instantly and build myself a TV-set...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

384. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eg3m6$ff4$1@plutonium.compulink.co.uk>
Source record: 81283

On 7 Apr 1999 00:41:50 +, "John Whalley" wrote:
>Mike Kerslake wrote in message <7edusu$97v$2@plutonium.compulink.co.uk>...

>>Well done John!
>
>Ta muchly!

You're welcome.

It's good that Atari users do have an interesting range of OS's to
choose from, and customise to their heart's content! :-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

385. Re: Anyone using this hard drive on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDHOFFCPUP@data.rhein-main.de>
Source record: 81284

In <7eebki$f1t2@news.ajou.ac.kr> Phantom wrote:

>Is anyone using a Toshiba 6.4gig 2.5 IDE Model Number MK6409MAV
>in a Falcon with HD Driver?

I use a MK2110MAV (2.1 gig) works fine with HDDriver7.x
With HDDriver 6.x i'm not sure. Not tested before.

>Does this type of IDE drive need to be formatted before using?

Normaly not. Create you partitions, that's all.
(Do not create partitions over 1Gig!)

>I have a 540meg Western Digital 2.5 IDE in my Falcon right now
>and would like to use both drives in the standard case.
>If there is enough room for both of them, is a IDE cable with
>2 female connectors all that is needed to use both?

Cable must be short as can! First drive "master" second drive "slave" !
(Watch the four free pins on any 2.5" IDE device)
(These are the master/slave jumpers)

Notebook dealers must have the right cable.

Do not mount the second drive top on the first drive!!
(Heat problems!!)

>The RPM on the 6.4gig is 4200 is this fast enough to do
>Direct to Disk recording without problems on the Falcon or
>should I stick to SCSI drives for D2D recording?

Data transfer must be fast enough, not the spin speed :)

>Also when burning Audio or Data CDs with a CDR drive using
>either CD Writer or CD Recorder will IDE drives be fast enough
>to do this on a Falcon or should SCSI drives be used instead?

Normaly yes. Same as here. Put data from IDE or SCSI devices via
ExtenDOS /CDWriter OR CDRecorder2 to an YM4260. Works allways fine.

>I have heard that the Falcons SCSI port is faster than the IDE,
>not sure if thats true. Which one gives the best preformance?

That's not true. Falcon SCSI ends up to 1800Kb/Sec.
(Physical falcon (DMA) border)

Falcon IDE doasn't use DMA bottelneck. (Ea, what's the right word for..?)

With a CT2 board, as example, you can't got more on SCSI but you
can reach IDE rates of 8MB/Sec.!

My CT2 machine, another example :), boot up from the internal
MK2110MAV (2.1 gig) in neary 30 Sec. (with Cecile) (include MagiC6)
(G3/350 needs nearly 45 Sec!) (Falcon shows the green ready to use
desktop while the mac shows colorised icons on screen..) :->

Regards, Robert
--
-= Home of DOIT-Archives =-

____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

386. Opening STacy case questions

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7eg4tfcj1@hub.org>
Source record: 81285

I was going to try and upgrade the hard disk and RAM on my STacy2.
I've got some SIPPs here, but it turns out they're too tall, and atari
very carefully made it so you can't use anything but super teeny SIPPs.
Benidng won't work :(I was also going to try and pop in a Maxtor 500MB
SCSI drive..

I couldnt' open the case.

I tried from the bottom -- removing 4 or 5 screws form the bottom,
plus a couple from the back. I used a small screwdriver to pry open the
tabs inside ther case, ad was able to lift up one half and the front ands
back of the case.. I coudl lean the whole top half up a few inches. The
back right corner would not budge, though... and I could see no way of
accessing any screws that might be there. (Right near the floppy.. thats
where it was stuck). You can't pry off the empty floppy slot face plate,
and there aren't any screw holes on the bottom or top or in the stacy
monitor area when you open it. It was near the stacy logo plate on the
top.. it was on the back right.

Any ideas?

Any idea where I can get SIPPs? I'm not going to go to BEST for
them.. I simply cannot afford $100CAN plus shipping for 2 MB of RAM.. when
I coudl buy a good 64MB of conventional RAM ofr the same amount :P

Jeff

--
--
"It's murder out there. You can't even travel around in your own micro
circuits without permission from 'Master Control Program'. I mean,
sending *ME* down here to play games.... Who does he calculate he is?"

387. Killfile in NewsWatch (Was: Joe Connor/Atari Computing/InterAct)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <370baad81e07790@tripnet.se>
Source record: 81286

On Tue 06-04-99 18:03 (GMT) Louis wrote:

>Nick, I'm with you again. As also Martin-Eric asked, but this guys really
>starting to be annoying.
>
>I tried to look into the kill possibilities of Newswatch, but I can't find
>any option to kill on a specific "sender", as Popwatch has.

Simply add this line to your killfile:

From: webdesign@accrington-web.co.uk (Tony Greenwood)

By adding:

References: *@news.freeserve.co.uk*

too, you might be able to kill any replies to a message posted from
news.freeserve.co.uk?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

388. looking for ST replay 4.0

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Jean-Yves <jeandari@micronet.fr>
Message-ID: <370B8A72.5206A7B3@micronet.fr>
Source record: 81287

Hi,

I'm a ST owner. Is there anyone having St Replay 4.0 (with docs ?)
I have some sounds editing and I need it

Thanx for reply
J-Y

389. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923513716-108411AEicMi@ping.be>
Source record: 81288

Tony Greenwood (webdesign@accrinton-web.co.uk) wrote on 07-04-99:

>Woooosh..WHACK!..Plonk....
>
>Works for me :)
Well, it doesn't work for me and probably all the others which have to read
your "contributions".

This thread has been running all over easter weekend and I have a feeling
You just love it.... How much longer do I have to go on downloading your
senseless stupid drivel ?

Do I really have to activate a filter on this newsgroup?

If you really want to make a fool of yourself go visit these newsgroups:

news:alt.comedy.british
news:alt.freaks
news:alt.my.head.bursts
news:alt.pulp
news:alt.stupidity
news:alt.trash
news:alt.duck.quack.quack.quack

Unlike here, you'll be very welcome in those groups.

>>With the risk of getting my head chopped off: Let Tony think he's won,
>>then he quits.
Take this advice, it may be the smartest thing you did since easter weekend.

Cheers from Belgium

Dennis

390. Re: Reading a ST 1040 floppy disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7eg8t5$2pl$1@news2.xs4all.nl>
Source record: 81289

On 4 Apr 1999 12:54:11 , "Alcide" wrote:
>I have to read a floppy disk written with a ST 1040 under W95. I've tried
>the different emulators but I don't success.
>
I have here a program called IBM-Boot.
It changes some numbers in the bootsector without damage.
Then the disk is DOS-compatible.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

391. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7eg8t8$2pl$2@news2.xs4all.nl>
Source record: 81290

On 5 Apr 1999 20:47:42 , Tony Greenwood wrote:
>
>you have committed a
>criminal act.. You will be reported and the only way to avoid this is
>to apologise before 9 a.m. tommorow morning. (Or whatever time they
>open)

Oh boy, is that guy a HEAVY. What a VIBES!!!!!

Why not present him with a nice 'lady for the night' and some Viagra
pills?

Maybe, if he blows off some 'steam' ....????

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

392. REQ: Band in a Box styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7eg9pccoe1@news4.svr.pol.co.uk>
Source record: 81291

has anyone out there any styles they would post for me. I am using an ATARI
CHEERS RAS

393. BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370bb7f4333f130@ping.be>
Source record: 81292

on Wed 07-04-1999 16:18 Jo Even Skarstein wrote:

>
>It's possible that this is related to your problem with ExtenDOS under the
>latest MiNT-beta. Have you tried BetaDOS as I suggested? I've been using
>it for a few months now and it works extremely well under MiNT and TOS.

On my setup BetaDOS (with spin_sd.bos) seems to create a prob. When I use
my KGMD setup the whole system freeze when it try to load Thing 1.27.
If I use my normal MiNT setup (without MiNTnet) BetaDOS works just great

BTW: what is the meaning of cluster.dos and cook_fs.dos? Do I need these
with my N.AES setup?

TTFN
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

394. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370bb7f4333f131@ping.be>
Source record: 81293

on Wed 07-04-1999 09:15 Derryck Croker wrote:

>in message <Pine.LNX.3.96.990406125801.20553C-100000@hal.fishpool.com>
> Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'

>I'm quite impressed by this newsreader, it's worth a look by anyone who's
>experiencing problems with NEWSie. It currently lacks some of the
>functionality that NEWSie has though, such as threading.

Why don't you give Okami a try. IMHO it's far better then Newsie.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

395. Monitor screens help !!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7eg9u8csq1@news4.svr.pol.co.uk>
Source record: 81294

does anyone know if there is a program / utility which maximises the space
on my ATARI monitor. I seem to remember something which allowed programs to
use all of the screen and not just a smaller area, like what is happening
now. I hope this makes sense
cheer RAS

396. HELP! anyone know a good HD Editor.

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: jagger@power.connexus.net.au
Message-ID: <370a40a4.0@news.internex.net.au>
Source record: 81343

I have a 1.5 gig Syjet containing aif files, that I have painstakingly recorded over the past 6 months, for a Film Music CD. The cartrige is damaged, I got 2 partions out of 3 back, leaving one partition I can't access. I took it to a data recovery guy, who was very helpful. But said it would cost $6,000.00 to get the data back. Just out of my price range by about $6,000.00.
Does any one know a good HD editor or Utils that I might be able to use to get some of my songs back? Diskus looks great, but I think it's only in German.
Any advice would be greatly appreciated.
--

__
|__| jagger@connexus.apana.org.au
| __ \ / ___\ / ____/ __ _ __ \
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<=======================================>
NEWGROOVE STUDIOS Melbourne Australia

397. Re: Need Atari MPEG making prg!

Newsgroup: comp.sys.atari.st
Date: 1999-04-07 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <370A4F41.10F6E2EB@ihug.co.nz>
Source record: 81344

Hi there,

guitarra@afn.org wrote:
>
> Hi amigos:
>
> I am making some videos from Screen Eye /Apex and need to make
> MPEGS for my Business. I remember an Atari prg that would make Mpegs , any
> one remember its name?

Its called MPEG Fever. Basically its a GEM front end for a handful of
TTP programs which actually do the work. It seems to work OK, as even
a gringo like me has succesfully made an MPEG with it! :)

I'm sure its on any of the bigger ftp sites...

L8R,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

398. Ethernet for all?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eijlk$4kf$1@snipp.uninett.no>
Source record: 81145

I found this incredibly cool gadget on slashdot earlier today:

http://ryeham.ee.ryerson.ca/uClinux/simm/

It's basically a 68k with 4Mb FlashRAM, 8Mb DRAM, ethernetcard,
serial-port and I2C-port on a 30pin SIMM-card! And it runs uClinux!! Just
feed it with power and hook it up to a ST with a serial-cable and you're
off :-)

I can see a couple of really cool things this can be used for. First,
since it runs Linux it's easy to set it up as a router, this means that
you can connect the card to a ST with either a serial- or parallel-cable,
and connect the card to a LAN (or cable-modem) via ethernet.

Second, put the card inside a external modem, add a ST-compatible
parallell-port and run PLIP between the "modem" and ST. The card can then
act as a firewall running IP-masquerading as well as run a mail-server,
and serve a entire LAN (including the ST) with internet-access and mail.
Add a IrDA-port and you can even sync your PalmPilot direcly with the
"modem", you'll never need a desktop-computer again...

I think I've found myself a new toy...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

399. Re MegaST goodies to go.

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <370CD6F9.29901C46@patent.gov.uk>
Source record: 81146

I thought I'd sold the scanner, but no. I've weighed the scanner, 9.45
Kg.

Parcel Force gives:
Standard (three days): ï¿½7.55
48hrs: ï¿½10.50
24hrs: ï¿½13.15

So FS ï¿½67.55, A4 Print-Technik Universal Scanner complete with software
and manual + 2 spare copier rolls.

Bob King

400. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370CF0C4.86F24248@ping.be>
Source record: 81147

Dennis Vermeire a ï¿½crit:
> The maximum capacity is 650MB, so if one has a partition which
> is bigger, say 800MB, only the first 650MB are copied.

Is it not possible to use the 700 Mb CDs ?

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

401. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370CF2CE.F37172A@ping.be>
Source record: 81148

Tony Greenwood a ï¿½crit:
> >Cheers from Belgium
>
> Perhaps as you are so far away you could feel safe enough to actualy
> read the thread and make a decision of your own instead of following
> everyone else...

Belgium is not so far away, some people succeeded to cross the channel ... why don't you try together and meet in the middle ? Perhaps will that refresh your ideas ?

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

402. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370CF025.1E6079E0@ping.be>
Source record: 81149

reschke@muenster.de a ï¿½crit:
> I am a bit surprised... IF you are using spin_sd.bos already and MiNT is
> running, why then do you use BetaDOS and not MetaXBS/SPIN.XFS?

Perhaps you didn't know but Martin is trying almost any configuration and
anything existing on the atari ... this is because he has so much knowledge
about our computers.
But yes, sometimes for normal people it's hard to believe ! ;)

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

403. Looking for a program called "DISK DOCTOR"

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: "Chris F. Ledesma" <CLICKTRACK@Prodigy.Com>
Message-ID: <370CDFBE.3259@Prodigy.Com>
Source record: 81150

Can anybody help me find this program? I need to edit a BASIC program
for my ATARI 1040STF.

Thanks,

Chris Ledesma

404. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <370ce0fc.4405494@news.demon.co.uk>
Source record: 81151

On Thu, 08 Apr 1999 03:53:42 +0200, Dennis Vermeire
<dennis.vermeire@ping.be> wrote:
>You've probably secured you're windows by now, how's your insurance against
>accidents? one can break a whole lot of bones in funny circumstances.. have
>you got a car?....better check if it still has wheels -)

This is going on too far now - I have so far refrained from making any
comments, and although the thread just carries on and on and on, I do
believe in free speech and the right to discuss in a public newsgroup.

However what I am saddened about in this thread is the personal
attacks and threats. :((That is such a shite thing to stoop too...
and I am personally very sad to see people making such comments in a
discussion which need not involve violence.

Heated discussion is one thing, making threats is another and totally
unforgiveable. This is not only directed at Dennis - but to all those
who have mentioned it.

Sad
Very Sad
Totally uncalled for.

Regards
Denesh
--
Denesh Bhabuta

405. Re: CONNOR / GREENWOOD S

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <370ce33d.4982254@news.demon.co.uk>
Source record: 81152

On Thu, 08 Apr 1999 11:53:59 GMT, tom.derrick@acpu.com (Tom Derrick)
wrote:
>J > as a newcomer here I'm obviously not aware of the ground rules
>J > - I'm not even aware if there are any rules
>Relax, Joe. We don't need no steenking rules!

Just netiquette...

>And we don't want moderators. Every so often somebody tries, and
>gets flamed right outta here.
moderators create their own moderated groups or start moderating out
of consensus. Generally moderators are not required on Usenet.

>Now, if we could just get the Americans to speak and write
>English... I am embarrassed regularly.

Just get the English to speak and write English - you will be amazed
how many find it difficult to..

Wanna hear good English? Go to a foreign country - especially South
East Asia - what we speak in England is 'progressive' English ;)

Denesh
--
Denesh Bhabuta

406. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370cf33c27a0ba3@ping.be>
Source record: 81153

on Fri 09-04-1999 09:55 Tony Greenwood wrote:

>
>Date: Fri, 09 Apr 1999 09:55:03 GMT

>X-Trace: news5.svr.pol.co.uk 923565521 8966 62.136.38.119 (8 Apr 1999 09:58:41 GMT)
>NNTP-Posting-Date: 8 Apr 1999 09:58:41 GMT

>
>BTW I still don't understand what is wrong with the date? :)

The time is still wrong. Your system seems to run one day ahead.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

407. Re: Query: can you translate ST MIDI files onto PC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eip81rer3@news2.isdnet.net>
Source record: 81154

jpk2andsnoop@my-dejanews.com a ?crit dans le message
<7eihc0clc1@nnrp1.dejanews.com>...
>Hello, I use the Atari 1040ST for all of my music composing and arranging.
I
>would like information on how to translate my music files (on 3.5 floppies)
>from the 1040ST to my Gateway 2000 PC. It would be nice to be able to
>convert these floppies to PC format just in case something went terribly
>wrong with the Atari. Is there software available that will do this? Thanks
>in advance for any assistance. Regards, James

```
Midifiles are midifiles, whatever the platform. Files specifically from
Cubase or Notator/Logic are compatible with their PC counterparts. Just use
720K DOS formatted disks and you're set.

Have a look at the Quick FAQ, maybe...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

408. Re: MagiC Online Page update

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eip81rer4@news2.isdnet.net>
Source record: 81155

Bengy Collins a crit dans le message ...
>Hello all,
>I changed my page a bit today and added the following:

```
Hey, what about your graduation ;-)

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

409. Re: Looking for a program called "DISK DOCTOR"

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <vXMdaZAChOD3Ew42@steverosie.demon.co.uk>
Source record: 81156

In article <370CDFBE.3259@Prodigy.Com>, Chris F. Ledesma
<CLICKTRACK@Prodigy.Com> writes
>Can anybody help me find this program? I need to edit a BASIC program
>for my ATARI 1040STF.
>

What sort of program are you after? If it's a disk editing program then
their are several around. I've had a quick search of my library data
bank, only on software I've got listed in the public domain.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

410. Re: Opening STacy case questions

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7eis09dil1@roch.zetnet.co.uk>
Source record: 81157

> I couldnt' open the case.
>
> I tried from the bottom -- removing 4 or 5 screws form the bottom,
>plus a couple from the back. I used a small screwdriver to pry open the
>tabs inside ther case, ad was able to lift up one half and the front
ands
>back of the case.. I coudl lean the whole top half up a few inches. The
>back right corner would not budge, though... and I could see no way of
>accessing any screws that might be there. (Right near the floppy.. thats
>where it was stuck). You can't pry off the empty floppy slot face plate,
>and there aren't any screw holes on the bottom or top or in the stacy
>monitor area when you open it. It was near the stacy logo plate on the
>top.. it was on the back right.
>
> Any ideas?

if you've took all the screws out (was it 4 0R 5) nothing else holds it
in,the only things I can think of are that the cables that run through to
the screen are pulled tight,you have not released all the tabs ,or the
worst someone has broken it in the past and glued it together
>
> Any idea where I can get SIPPs? I'm not going to go to BEST for
>them.. I simply cannot afford $100CAN plus shipping for 2 MB of RAM..
when
>I coudl buy a good 64MB of conventional RAM ofr the same amount :P
>
> Jeff

let's face it they are an oddball machine I tried to make my own but gave
up and bought some from Best
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

411. Re: MagiC Online Page update

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <%M6P2.9502$5p5.7562@news1.telusplanet.net>
Source record: 81158

```
> Hey, what about your graduation ;-)

Hey Im on spring break! :)
Life starts again monday though :(

> Nicholas
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==================================================
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--
```

412. Re: FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: <>
Message-ID: <370cf8da.0@news.qnet.com>
Source record: 81159

```
On 8 Apr 1999 11:51:53 +, Steve Stupple wrote:
>In article <7eh9k8$8e3$1@usenet44.supernews.com>, Cory Bonnett
><guitarmn@execpc.com> writes
>>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
>>drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio Falcon
>
>Blummin 'eck!!! Heavy duty reading or what!
>
I just wish I had the $$$ for such a set up.

*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

413. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eittaocu1@plutonium.compulink.co.uk>
Source record: 81160

On 7 Apr 1999 21:50:30 +, kellis wrote:
>Very good article Denis.

It was wasn't it? Although I'm not currently in the market for a CD-writer set-up, and I'll probably opt for a dedicated audio-only system, Dennis made some well written and very interesting observations, and this posting is now filed for future reference.

First we have had an excellent overview of Atari OS's from John Whalley, and now Dennis comes up with this little GEM!

What is this newsgroup coming to?

The doom and gloom of the last few days has now been lifted!

:-))))))

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

414. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eittbocu2@plutonium.compulink.co.uk>
Source record: 81161

On 7 Apr 1999 22:32:32 -, Daniel L. Dreibelbis wrote:
> I'll bet 400 quatloos on the newcomer.

And what are they exactly? How many to the Euro etc etc

:-))))))

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

415. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7eittdocu3@plutonium.compulink.co.uk>
Source record: 81162

On 8 Apr 1999 01:05:44 G, Brian Van TIlborg wrote:

>An internal editor within NEWsie would be nice.

John lists an internal editor in the list of possible improvements. I switch between QED and Everest myself, and find both to be quite capable of doing all that I want. I wouldn't mind some form of spell checker though that could run in conjunction with these editors/NEWSie. Anyone got a suggestion or two?

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

416. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7eiu1t$le1$1@irk.zetnet.co.uk>
Source record: 81163

> OKay, I'm flamebait for this one ;)

You're right :)

> Whats the most conveniant OS to run on an ST? I'm not into music,

Well, it isn't MagiC :)
My own opinion is that MagiC is the 2nd worst OS ever, only being
beaten by windoze (slightly).
And before anyone says anything, yes I have used it, and it's a big
pile of cack, in fact I've seen it crash horribly quite a few times, I
set it up as a demonstration on a "test" machine this week.

> Geneva seems not too bad, and reasonably inexpensive. Decent
>package if bundles with Neodesk4... but is that too much RAM consumed on a
>2mb ST? What about the others? Opinions? Comparisons? Is there a FAQ?

Geneva is great, if you want that I can sell you Neodesk 4, latest
version with it's manual for 5ukp inc delivery if in UK :)
Hows that for a plug :)
Ahem, there are FAQ's on Geneva, Neodesk which I know of. Geneva can
be used as the AES for mint if you are interested in heading in the
mint direction, and I have to mention XAAES for the hell of it :)
If you have the HD space, why not grab as much of mint as possible,
you won't be able to take advantage of everything in 2mb ram though.
That's one thing, Geneva & Neodesk don't use much ram, if you wanted
you could run them both from a 1/2mb ST :)

And before anyone shouts at me for just plugging Geneva I do use mint
too :)

AM.

I think therefore I AM.

417. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370d0a7039c2ef0@ping.be>
Source record: 81164

on Thu 08-04-1999 18:06 Jo Vandeweghe wrote:

>reschke@muenster.de a ï¿½crit:
>> I am a bit surprised... IF you are using spin_sd.bos already and MiNT is
>> running, why then do you use BetaDOS and not MetaXBS/SPIN.XFS?
>
>Perhaps you didn't know but Martin is trying almost any configuration and
>anything existing on the atari ... this is because he has so much knowledge
>about our computers.
>But yes, sometimes for normal people it's hard to believe ! ;)

Thanks Jo, but I think you're exaggerating quite a bit. If I knew so much
about the Atari I wouldn't have ask that question, don't you think so.
Anyway my normal setup is MetaXBS/SPIN.XFS. I'm trying BetaDOS just to
satisfy my curiosity and to see if I could read my N.AES CD without probs.
I still have big difficulties to read that CD-ROM. Most of the times I
only get track01.dat and track02.dat whereas that CD holds I believe 4
dir's.
It can be coincidence but right now I'm using cluster.dos and coof_fs.dos
again and with these drivers it seems that I can read the CD.

The Thing crash and some other probs I initialy had was due to an
experiment with Rational Sound I guess. I forgot to delete some entries in
my n_aes.cnf and this was colliding with BetaDOS.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

418. Re: SCREEN SPACE

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7eiu7u$le1$2@irk.zetnet.co.uk>
Source record: 81165

>There is a program called MonSTEr that allows you to extend resolutions by
>scrolling around the normal screen. For example, you can have a 640x400
>desktop in 16 colours, but you have to scroll around a 320x200 "window" with
>the mouse. It can be useful, but headache guaranteed. You should find it on

It is liable to crashing under some circumstances and you don't get
the full screen showed at once to you.

AM.

I think therefore I AM.

419. Re: Looking for a program called "DISK DOCT

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7eiv44lqj1@news6.svr.pol.co.uk>
Source record: 81166

Hi Chris ,

On 8 Apr 1999 09:56:30 -, "Chris F. Ledesma" wrote:
>Can anybody help me find this program? I need to edit a BASIC program
>for my ATARI 1040STF.

Sent the program on to you Chris , bit of an old one through
programmed in 1985!

If your after an editor try Knife ST maybe.

Paul Mac

420. Re: Opening STacy case questions

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7ej19n$p1j$1@news2.xs4all.nl>
Source record: 81167

hello Jeff,
I got a Stacy which has been upgraded to 4 MB (2 --- 4MB) , simply
by soldering wires to normal Simms (costs $ 2 !!) .It works great, no problem !
So don't buy expensive SIPP's, although I know that 'Louis' (look for his
email adress in this newsgroup) has SIPPS for free !! But much cheapier is
my solution.To open up the Stacy you have to dismount the LCD screen, Jeff.
It's tricky, but it can be done.Look out for those white wires, you have to
act carefully, but this is the only way .I changed the diskdrive, which was
damaged by a Mega ST type (1.44 seems very difficult to install, I heard)
and I changed the harddisk for a 80MB one (SCSI) I use my Stacy for
rehearsal with my schoolband. I play midifiles without the melody part and
let my girlchoir (6 young beautiful ladies) sing the blues !!!
I will give you also some letters and answers from Internet.
Here it comes :

REACTIONS -till 24/11/98
Thank you for your E-Mail dated 11-12-98 Jos!

THESE STACY'S ARE VERY RARE IN EUROPE
Stacy in the US are Not very rare. Years latter, we still sell them to
Atari Midi User's! Matter of face we must still have 50 to 100 2 and 4 Meg
Stacys in stock at this time!

I think you are a little confused on this Stacy Battery! All Stacy's have
an internal Battery soldered onto the Motherboard for the Internal Stacy
Clock! You can not see this soldered in Stacy Battery unless you take
apart your Stacy 2!

Now if you are talking about the empty Stacy Battery Pack location behind
the Keyboard, Yes, we have 2 Stacy Battery packs in stock! The Gel
Cell(Lead Acid type) pack, which requires you cut out plastic inside the
Battery compartment to fit the Gel Cell in, cost is U$D75. Then we also
have a Ni Cad Battery pack, which is a drop in, no modifications required
to the Stacy Battery compartment! Cost is U$D 99
The Stacy Owners manual, which has a Standard Atari ST owners manual and a
12 page Stacy Addendum is U$D 12
Cost for the Stacy Addendum with or without the Atari ST manual is the Same
U$D 12.

Regards
Bradley Koda(BEST ELECTRONICS)

The Connection for both of our Stacy Battery packs is located inside the
Stacy! You can see the connector on the Stacy motherboard if you Look thru
the 3 small Rectangular holes located on the left side of the Stacy Battery
compartment! Complete installation instructions come with the Stacy

battery packs we sell!

Regards
Bradley Koda

Am interested, I have just soldered on Mario's IDE/TOS2.06 adapter and am
running a 2 1/2 inch IDE drive in my Stacy4...

--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

Martin-Eric Racine The Atari TT030/Stacy Homepage with FAQ
FUNKYWARE CREATIONS OY http://members.tripod.com/~TT030/

I also bought a Stacy2 for 2 weeks ago.I have modified it with 2 handmade
SIPP's and a 50 MB harddisk.I contacted BEST ELECTRONICS.Bradley is
a very kind person which has still an enormous amount of Atari parts.
I saw that in a catalogue of his.In this catalogue there are many hints and
tips about Atari computers and.....the Stacy.
When the plans of an Atari-show in Brussels, Belgium are finalized, he's
probably going to that event, and then I will certainly buy this catalogue.
So I read you're modifying your brothers Stacy.I like to read more of that.
But let's start with my question : WHAT'S THE BEST WAY OF DISMOUNTING A
STACY ???
You used a 2.5 inch drive in the Stacy, why not a 3.5 inch SCSI ??
Have you done something about the powering of the Stacy, I mean a batterypack,
that lasts for more than 15 minutes..... or a poweradapter,
that fits in the empty batterycompartment??
Is it possible to use a 1.44 HD drive ??
What's the best harddiskdriver ? I returned after HDDRIVER, ICD and HUSHI
to plain AHDI !!
I already got more reactions on my message in the newsgroup.
I hope we can help each other with question, hints and tips about this
wonderful Atari model.

Brian Becroft replies:

Ours is a Stacy4, Mario will be making his upgrade board to take the RAM
up to 14MB, it is not made yet, only a matter of time...

We have the Best catalogue, it is very good, the best source around and
valuable with the tips in it. Prices are rather expensive... It cost us
NZD36.

BTW, the early Stacy had the Mega bus port out the side. Later models
didn't, but the holes are still there on the PCB...

> So I read you're modifying your brothers Stacy.I like to read more of that.
> But let's start with my question : WHAT'S THE BEST WAY OF DISMOUNTING A

> STACY ???

Taking the Stacy apart is a bit tedious. You have to get the display apart and the trick is to undo the screws behind the 'Stacy' label. Then the fiddly bit is carefully unclipping the two halves without damaging the plastic. We used a small screwdriver to wedge the case in the right way so the little clipping system holding the two halves together would unclip! There are a few of these around the display, take it slow and carefully.

You can either unplug the display to make further disassembly possible, in this case you need to make a note of where all the wires go. Either way, you need to unscrew a metal strap to give you more room to move with the wires - you have to do what you think is sensible.

The first time we did this was because the screen was very loose at the left hand hinge. There is a powerful spring inside and we found the screws coming loose...

However, upon closer inspection we found cracks in the area where there is re-inforcing struts in the plastic, due to stress from the spring. In this case I put a great deal of plastic around all these areas with a plastic glue-gun. I used up a couple of plastic glue sticks. Very worth while.

Another very bad problem can develop. This is chaffing of the wires from the display where they then go through the shielding which sits over the motherboard. I have put special 'pressure-melting tape around the wires in this area. In fact this is the second time I have disassembled the Stacy and this time I am removing some of the shielding to fit the IDE interface and at the same time remove the shielding which causes the rubbing on the display wires...

Another big problem with the Stacy is that the display backlight goes dim. This has happened to me and so I most often use a seperate display. However, the backlight is an electroluminescent type. It is a thin piece of plastic sheeting which glows when the correct type of power is applied. This is why the PSU board which is mounted over the CPU on the Motherboard has additional circuitry to handle this...

I have checked around for replacements but they seem really expensive.

> You used a 2.5 inch drive in the Stacy, why not a 3.5 inch SCSI ??

The Stacy has the Atari SCSI interface plugged in beside the PSU unit. It is not a very good interface. For instance, a friend put a 2 gig HDD in his Stacy and wondered why he could only see 1 gig. The interface is typical Atari, only half done. There are other problems and you can get around them maybe, depending on the drive. Becxause Mario makes the IDE interface which includes the TOS 2.06 upgrade as well, and because the IDE drives are cheaper in the 3 1/2 inch size and about equivalent in the 2 1/2 size - I thought this would be the better way to go. I left the SCSI 40MB drive in there for now and installed his interface with an old 120MB 2 1/2 IDE drive I had sitting around...

I have not researched the battery issue and have given up on this issue. The standard battery replacements are just not worth it in my opinion because they don't last very long at all. The new Magnesium Hydride batteries may be OK, or some expensive Lithium one. I am sure soemthing could be sorted out, but the Stacy has high power consumption and I wonder how long it would go. However, with the 2 1/2 HDD, the power consumption would be a lot lower, so it depends if you want to research this question.

What I did was to leave the SCSI drive in there, and I have really hacked the Stacy case, it may not have been strictly necessary, but I don't mind it. So what I did was to cut the case where the battery compartment is - I cut the bottom out and also the sides a fair bit. This gives me plenty of room to move for the IDE upgrade and 2 1/2 drive. The upgrade actually sits beside the CPU, which in practice, is beside the PSU board, since this sits over the CPU...

I soldered the upgrade directly onto the CPU. This is slow work. It pays to take your time...

Another thing which is a nuisance with the Stacy is the Trackball. The left and right buttons eventually don't work... Well I unscrewed the Trackball unit and very carefully cut open the micro switch itself and cleaned the insides with Isoproypl Alchohol. It's all very tiny. The micro switches are not made to take apart. I put some of this 'pressure-melting tape' I have around the micro switch top and this has held the 'lid' on the little switches just fine. Now the buttons works fine. I must say, however, that I have become a fan of Mario's Serial Mouse Interface. I use a PC 'Genius Netmouse' This has a rocker button for the middle button. This gives me a double click when I press forwards and a left-click-and-hold when I press backwards. It is the best thing ever made for the Atari computers without a doubt - as regards mice, trackballs and pads. It is definitely a 'must have' item. Actually, I can't wait for him to finally make up the PC keyboard/PC mouse interface (I am using this as I speak) as this combines two good things into one. I do find the Stacy keyboard a nuisance when I use it with Notator - It's the little numeric keypad keys and the arrow keys and the 'F' keys they are not easy to oeprate...

It is a great pity that Atari didn't develop the Stacy... I would love to have a ST book, I have a friend who has one, and it is very small.

> Is it possible to use a 1.44 HD drive ??

Yes if you simply put in a new AJAX chip and I think TOS 2.06, or you can risk double clocking your current AJAX chip - some can take it others can't. For peace of mind, get the suitable AJAX chip.

> What's the best harddiskdriver ? I returned after HDDRIVER, ICD and HUSHI
> to plain AHDI !!

We believe HD driver. We have AHDI, ICD pro, CBHD, To get a HDD that is small these days is hard, to get access to multi gigabyte drives with large partitions, well Mario has tested my 12 gigabyte IDE HDD on his IDE interface with HD driver...

regards,
--
Brian Becroft	Tariland, Atari user group in New Zealand
brian@tos.pl.net	tariland@tos.pl.net
http://www.pl.net/~mario/	http://www.pl.net/~mario/tariland/

421. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990408225105.24475C-100000@hal.fishpool.com>
Source record: 81168

Hello Joe,

> >All right, enough of this you both! You thread is a private fight.
> >Keep it for the next UK computer show. Thank you.
> I have no wish to annoy this newgroup and as a newcomer here I'm obviously
> not aware of the ground rules - I'm not even aware if there are any rules or
> moderaters - are there?
>
> I'm certainly not prepared to be bullied by Tony (or anyone else) and would
> be interested to know what would you have done differently, by email if you
> prefer...

Simple enough: it started as a couple of remarks on your products and
services, but escalated in a series of neverending personal attacks,
between yourself and Tony. At that point, it no longer concerns people
reading this newsgroup; it becomes a private matter, so it should be
persued through private e-mail only.

To clarify: it sometimes _is_ approriate to flame someone, if they have
purposely stated something to generate chaos among the newsgroup users,
or have provided bad service to the Atari community (bad dealers, etc.),
but otherwise, when it become personal attacks, it should be continued
through private e-mail exchanges between the two offenders, only.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

422. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Lou Lew <loulewlj@gte.net>
Message-ID: <7ej1e4$7lu$1@news-1.news.gte.net>
Source record: 81169

Hi,
Thanks to everyone who responded. I appreciate it greatly.
JL

423. Re: Looking for a program called "DISK DOCTOR"

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <15s7R5ABzQD3EwYD@steverosie.demon.co.uk>
Source record: 81170

In article <370ff294.33645297@news.freeserve.co.uk>, Tony Greenwood
<webdesign@accrington-web.co.uk> writes
>
>I used disk doctor about a hundred years ago.. I had forgot all about
>it until now.. you should have it in "that" collection of yours.. Its
>a sector editor... (I think thats the term)
>
>

Hi

Probably, I haven't got a database for the 'FORMER' L.A.P.D. only for
Steve's PD and it's not in that one!

I used disk doctor that long ago I forgot if it had any good points,
nowadays I use myself and a very low level disk monitor, Knife ST does
get a look in every now and then.

Tony have you got a spinning Fuji animated GIF file;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

424. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ej24m$hs93@news.ajou.ac.kr>
Source record: 81171

On 8 Apr 1999 03:01:58 +, Dennis Vermeire wrote:

>
>Audio files can be written straight to the CD at 4X without the need to make
>an image, so copying a Music CD goes very fast. With certain writers 4X can
>not be handled on a Falcon, but on a TT there are no problems.
>
>I'm not gonna explain the Audio CD functions here, for the time just be
>happy with the fact that it is one of very few programs on any platform
>which can prepare a CD ready to be pressed by an Recording Studio. Not
>suprising really, because the roots from SoundPool is the music business
>after all.
>

>
>Dennis

A very good posting Dennis. This has cleared up alot of questions
I had on this subject.

Since you seem to know quite abit on this subject I would like read
any info or tips you could pass along on the subject of the Audio
functions of either SoundPools CD Recorder or CD Writer.
One of the areas I'm not clear on is what kHz does samples and
recordings need to be in order to burn them into a Audio CD.

Also, if recordings need to be in a certain format or kHz is there
any good utilities that will convert samples into a format that
CD Recorder or CD Writer can use to make Audio CDs?

Its nice to see informative postings in here instead of tons of
non-related flames and personal attacks. KISS and make up guys. ;)
phantomm@kih.net

425. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ej5m2$eh8$1@plutonium.compulink.co.uk>
Source record: 81172

> #1
> AC won it the year before.. they congratulated themselves.. they stuck
> multiple award signs all over there web pages and they told everyone
> how proud they where to recieve the award...That is documented fact

It must be my memory, but I forget in what way the AC gang went around so proudly...

> #2
> ST+ won the award this year and Joe Conner comes into this newsgroup..
> tells everyone the participation of dead mags is a joke and then
> attacks my ST+ sig that supports ST+ and and places a fx: laugh under
> it..Fact

You want another fact? Let's look at how AC covered the awards from both years:

Issue 8: (1997 awards)
"Best paper based magazine: Atari Computing
Other nominations:
ST Computer/Atari Inside, Dream, ST Magazine"

Yes, I know, it just wreaks of proudness! :-) And before Tony mentions it, ST+ won the best disk magazine that year. And.. Tony won best programmer, which was the at the top of the list printed in that issue of AC, not the bottom...

Issue 12: (1998 awards)

At the top of the page: "Congratulations to ST+ who won pipped Atari Computing for the best paper based magazine by a single vote." They then printed the actual award details in the same was as above, except that ST+ won it.

There was one vote in it. Joe made some innocent remarks. IIRC he laughed at the term "voted by the Atari Community." Well considering both mags only got around 50 votes, this is hardly representative of the readership of both magazines. I also remember hearing rumours of you asking all those involved with ST+ on a mailing list to vote for it... I don't recall AC doing that, but that is besides the point.

Was this deliberately mocking the work of Atari Times, no. If so, why did it take you to raise the sword of blinkered-truth and start a crusade. If you've had so little to do with either mag, why did you take it upon yourself to defend something that was not even being attacked. Surely if real anti comments had been made, those who run either mag would have started the argument?

> He would NOT answer..

IMHO because there was nothing to answer. Anyone with a little reason could have worked out, and smiled at the posting, not announce Jihad until you got your answer. Perhaps we need to send you a Ladybird version of the posting?!

>....then in pops mr rice pudding... we have yet
> to know his motives....

Motives?! You are being unreasonable. You are being arrogant. You are ignoring the real facts and trying to stir things up. My fingers got real itchy when you started saying you were the defender and that you were being bullied. This is utter garbage.

> Show me where I have done anything other than defend myself ? (OK I
> made a few snide remarks while doing so..

An admission? A few?! Dear me, it is a good job you did not make 'a lot of'...

> but how do you compare that
> to the stuff I was having sent my way?)

You got what you deserved. You can't go pointing the finger and expect others to bow down and kiss your feet.

> I gladly admit my part of the blame..

Another admission? What next, [shock] an apology?

> But I did not start the problem

Err...I beg to differ, but you did. Nobody else thought anything of Joe's comments. Even if you disagreed you could have excercised tact instead of replying in a way that only you seem capable of.

> FACT..I did not threaten anyone FACT and I have posted no lies about
> anyone FACT..I have not disclosed anyone personal information FACT.

But you stirred and kept stirring. You kept making provocative comments.

> Because it is the members of AC you are all too frightened to complain
> about there insults.. threats and insinuations....sheep....baaa baaaa

This is utter crap. Do you think AC are the maffia or something? You say you don't attack them, but for you to make such a comment as the one above means you must have some grudge, which we all know you do! :-)

> or is it the thought of one free copy....if so then you are easilly
> bought and paid for:((I refer to the whole group and not just
> yourself)

Tony, nobody was being bought. If you really think that you are madder than I could have thought possible.

> That is
> called hit and run and shows as much backbone as Joe conner did by not
> answering the original question and thus starting this whole
> affair....but hey.. blame me not Joe or you eh :)

Joe did not start anything, only you. Ooohh and let's see if we can stick the knife in further by spelling his surname incorrectly and in lower case!!! And you accuse others of having no backbone. You Tony, are a jellyfish! ;-)

>Go
> stand over there with louis, Jo.V ,Nic and the rest of the AC sheep
> who can only see one side..

You do not understand anything Tony. You can only see one side. Nobody is going to side with AC because they are a reader of the mag. The others you criticise are replying having read both sides.

Best wishes,
Mark.

426. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <370D1B3A.A9D513E8@cfc.dnd.ca>
Source record: 81173

Dennis Vermeire wrote:
> IMHO the solution I posted a couple of days ago, is the better one. With a
> VGA Tuner you can enjoy the three resolutions on all new monitors. A brandnew
> monitor doesn't cost that much anymore these days and the picture quality is
> much better also. Another advantage is that a lot of the new monitors also
> have speaker build in, with the NEC 3D ect.. one had vision but no sound...
> Using Katherine Ellis words : "Lets move on..."-)
> Cheers from Belgium
> Dennis

what is a VGA tuner?? :-)
but regarding Mario Becrofts S/VGA adaptor, I think it activates the
mono pin
on the adaptor so that only mono high res. comes through.
but Mario has the final word on that then!!
ken

427. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ej6q9$7k5$2@snipp.uninett.no>
Source record: 81174

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:

> satisfy my curiosity and to see if I could read my N.AES CD without probs.
> I still have big difficulties to read that CD-ROM. Most of the times I

Your CD too? I have the same problem, it appears to be a problem with
Woller's CD-R. Also, my CD is of very poor quality, it's very rough and
some places you can see small holes in it!

I managed to read the entire CD with NERO on my PC and make a working
copy, if you're interested I can make one for you as well. I don't think
you'll get any help from Woller anyway...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

428. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ej6hn$7k5$1@snipp.uninett.no>
Source record: 81175

AtariMad <atarimad@zetnet.co.uk> wrote:

> Well, it isn't MagiC :)
> My own opinion is that MagiC is the 2nd worst OS ever, only being
> beaten by windoze (slightly).

This will probably surprise a few, but... Today I finally managed to get MagiC6 working on my Falcon/Afterburner/Nova, and I have to say that I'm *very* impressed with the speed of the AES! It really flies, or to be more precise, it *feels* like it flies (time some operations and you'll see that it's not faster than N.AES on average). A huge improvement over previous versions. Too bad it still lacks decent networking...

What's weird is that on my TT it doesn't feel any faster than N.AES or Geneva at all, it's just on the 040 it flies.

Anyway, my Falcon is probably cursed, as this version too crashed seriously after about 15 minutes of use. When I rebooted I got the old message telling me that it couldn't find the screendrivers... It's still very solid on my TT.

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

429. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ej6uc$7k5$3@snipp.uninett.no>
Source record: 81176

joska@nuts.edu wrote:

> before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...

Btw. I downloaded the demo (again) today, but while it worked fine under
TOS and MagiC this time it couldn't load it's modules under MiNT. Has
anybody tried CD-Recorder Pro under MiNT/N.AES?

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

430. Re: MagiC Online Page update

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7ej7ontcs1@news6.svr.pol.co.uk>
Source record: 81177

Yo Benjy,

Do you plan on covering the MagicPC programme on your site ??

Thanks in advance.

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663
http://www.lever.freeserve.co.uk

431. Re: Ethernet for all?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7ej84s$f49$1@roch.zetnet.co.uk>
Source record: 81178

On 8 Apr 1999 15:57:40 , Jo Even Skarstein wrote:
>I found this incredibly cool gadget on slashdot earlier today:
>
> http://ryeham.ee.ryerson.ca/uClinux/simm/
>
>It's basically a 68k with 4Mb FlashRAM, 8Mb DRAM, ethernetcard,
>serial-port and I2C-port on a 30pin SIMM-card! And it runs uClinux!! Just
>feed it with power and hook it up to a ST with a serial-cable and you're
>off :-)
>

Go for it Jo,.....this could be the thing we need for ethernet....hook it up via parallel port for preference, STiNG supports it....If you need any help getting it put into a box (or a support circuit etc, gimme a shout.....I can do the hardware if someone can do the software end...

chrisc

432. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7ej88d$f49$2@roch.zetnet.co.uk>
Source record: 81179

On 8 Apr 1999 17:10:18 , Ken Macdonald wrote:

>
>what is a VGA tuner?? :-)

Dunno

>but regarding Mario Becrofts S/VGA adaptor, I think it activates the
>mono pin
>on the adaptor so that only mono high res. comes through.
>but Mario has the final word on that then!!

There is a switchable version for the muoltisyncs available too....I sell
the VGA mono only one (works well with Gateway Crystalscan monitors) for
10 UKP and the switchable one for 15....

chrisc

433. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <F9w7Ay.KG@cix.compulink.co.uk>
Source record: 81180

>Newsgroups: comp.sys.atari.st
>Subject: Re: CONNOR / GREENWOOD SQUIRMISH
>Date: 7 Apr 1999 15:51:43 GMT
>
>Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:
>
>> I'm certainly not prepared to be bullied by Tony (or anyone else) and would
>> be interested to know what would you have done differently, by email if you
>> prefer...
>
>With the risk of getting my head chopped off: Let Tony think he's won,
>then he quits.

Or ignore him and he'll go away as the saying goes.

Chris

434. Re: MagiC Online Page update

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <_2bP2.1470$m3.3311@news0.telusplanet.net>
Source record: 81181

> Yo Benjy,

Yo,

> Do you plan on covering the MagicPC programme on your site ??
>
> Thanks in advance.

What do you mean by "covering" ? If you mean a review, sure. Ive
never thought about it before. I have access to MagiCPC6 on a
p233 so maybe when I have time I can review it.

> All the best,

And to you too,

> Keith & Laura
>
> keith@lever.freeserve.co.uk
> k.lever@zetnet.co.uk
> ICQ:- 24493663
> http://www.lever.freeserve.co.uk

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

435. Re: Ethernet for all?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <370D40C6.D3BC3897@ti.com>
Source record: 81182

Jo Even Skarstein wrote:
>
> It's basically a 68k with 4Mb FlashRAM, 8Mb DRAM, ethernetcard,
> serial-port and I2C-port on a 30pin SIMM-card! And it runs uClinux!!
> Just feed it with power and hook it up to a ST with a serial-cable
> and you're off :-)
>

Actually the uCLinux project is far from stable, but you are right this SIMM-card could be useful here. I have currently been working on porting the Linux IP firewall software to uCLinux (others in the uCLinux group may be porting other software. I know pppd works under uCLinux, and I have it running on the emulator). Also, a friend of mine and I have been thinking of building a similar module that has either two serial ports on it, or a serial and an ethernet port to allow it to be connected to the Atari (or other computers) via the serial port. The other serial port can be connected to an external modem, or if there is an ethernet port, directly to a LAN. Thus, you have yourself a very simple serial to ethernet box. This can be done cheaper since you do not need the 8Mb of Ram (or even 4Mb of Flash) to do simple firewall/PPP operations.

I wanted to build the uCLinux box, since this is exactly what I use my current 486 Linux box for....I have it running pppd and on my LAN at home. The LAN is connected directly to an ISDN router, and the Linux box runs PPP to my Atari TT030 and 4Meg 520st via null modem cables. Thus, I can browse the web via the atari via the linux box via the ISDN router, etc...Having a simple box would be great.

Unfortunately, this little project has been on hold lately and at least months away. If there is considerable interest in such a box, let me know....maybe I can get the ball rolling again.

Later,
Chris /|\

436. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7eiflr$ce7$1@news.campuscwix.net>
Source record: 81183

On 7 Apr 1999 16:18:34 G, Jo Even Skarstein wrote:

->Not so great, but it's something I can live with as the TT (unlike my
->Falcon) can also run MagiC. I usually tar my minixfs-partitions before
->backing them up anyway.

Same here. Its no problem at all to boot-up in single-TOS and back
up my HD. Great feeling, knowing you have everything backed up on
CD! ;-)

->It's possible that this is related to your problem with ExtenDOS under the
->latest MiNT-beta. Have you tried BetaDOS as I suggested? I've been using
->it for a few months now and it works extremely well under MiNT and TOS.

I had thought about that. I tried it with both kernels I'm currently
using with the same results. At least the simulated mode saves you
from making coasters and/or frisbees! ;-)

Did you see Franks post in the MiNT mailing list? After I found that
it first broke with 1.15.1-0.2, he found a line that he seemed to
think would be the problem. He also suggested that I make sure the
option to support CD's was picked under HDDriver 7.61, but I did that
and it made no diff...

->I know, I actually finance my other hobby (radiocontrolled cars) by
->installing modchips for spotty brats with CD-R's ;-)

;-)))))

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

437. Re: Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <magicmac-0804991018130001@news.iwvisp.com>
Source record: 81184

Last I talked to Steve, all Atari development had come to a hault.
They (the corporation) have invested its resources into the PC line.
They still have a supply of Falcon memory cards and IDE adapters and
have supplies of Sound Pool software. I think if it was up to Steve,
they would still be working on the TOS market, but he is no longer in
control.

Mike

In article <7ehe8d$id6$1@news.ncal.verio.com>, tconrardy@hotmail.com (Tim
Conrardy) wrote:

> After that last cycle of MILAN threads, I would like to know what is
> going on with WIZZTRONICS and their TOS creation! Any Updates?
> To be honest...I have not looked at the site in a month or so..gotta
> look it up, but any body know what is going on with that project?
> Will THAT include Midi ports? or is it a stripped down-You add'em
> kinda thing?
>
> Tim
> **
> Tim Conrardy
>
> http://atlantis-bbs.com/dconrard/index.htm
>
> Tim's Atari Midi World
>
> **

438. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ek6i6abq1@user2.teleport.com>
Source record: 81185
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

```
For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post
```

439. Spell Checker, was ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: lockwood@calcna.ab.ca
Message-ID: <7ek7i1$d82@ds2.acs.ucalgary.ca>
Source record: 81186

On Thu 08-04-1999 18:52,
Mike Kerslake wrote about Re: ATARIANS OF THE AMERICA UNITE!
in comp.sys.atari.st:

MK> I wouldn't mind some form of spell
MK> checker though that could run in conjunction with these
MK> editors/NEWSie. Anyone got a suggestion or two?

I've been using Spelling Sentry - used to be commercial, don't know what its status is now - for over a year now, and it works with everything. It's a Control Panel that monitors your spelling all the time and sounds a tone when you enter something questionable. You can then access the control panel to check the proper spelling.

Regards,

--
____/ / Frank Lockwood
/ / Calgary, Alberta, Canada
__/ / Quality Classical Music Recording and Editing
__/ _______/ http://www.calcna.ab.ca/~lockwood/

440. Re: Monitor screens help !!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370c66bc_derryck@news.freeserve.net>
Source record: 81187

in message <7eg9u8csq1@news4.svr.pol.co.uk>
"jon rasmussen" wrote about 'Monitor screens help !!'

> does anyone know if there is a program / utility which maximises the space
> on my ATARI monitor. I seem to remember something which allowed programs to
> use all of the screen and not just a smaller area, like what is happening
> now. I hope this makes sense

Perfect sense! ;-))

If you have an STFM then you could look out for LaceScan, a hardware mod.
that will allow you to use the black borders as extra working area.

You can't do this mod on an STe unfortunately.

Rgds, Derryck

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

441. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Derryck Croker <derryck@NOSPAMcix.co.uk>
Message-ID: <FN_370c677a_derryck@news.freeserve.net>
Source record: 81188

in message <4D1YPTAg06C3EwSj@steverosie.demon.co.uk>
Steve Stupple wrote about 'Re: FireNews (was Joe/Tony/etc)'

>>> Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'
>>
>>>I'm quite impressed by this newsreader, it's worth a look by anyone who's

>>Why don't you give Okami a try. IMHO it's far better then Newsie.
>
> I could never get the bugger to work, I gave up!

The reports that I read made setting it up look tricky - and since I'm
usually a lazy so-and-so ;-)) I've decided to keep life as easy as
possible! :-))

--
/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

442. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923530464-817176AEicMi@ping.be>
Source record: 81221

Jo Even Skarstein <joska@nuts.edu> wrote:

>>>before I spend DEM150 on CD Recorder Pro
>> AFAIK the program costs 350DEM not 150DEM -((
>
>According to Soundpools website it costs DEM149 for CDRecorder Pro, and
>the same for CDRecorder Audio.

Yep, you're right, as usual....-)
The price must have come down recently...
In july 1997 I paid 750DEM for the same package -(((

Cheers from Belgium

Dennis

443. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7egrvu$r47$1@plutonium.compulink.co.uk>
Source record: 81222

```
> >> I'm not antagonised TBH Mark. Saddened yes :(
> >
> >:-(
>
> Ho pass the puke bag someone! :)
```

```
:-(
```

444. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923537000-123772AEicMi@ping.be>
Source record: 81223

Hi guys,

There seem to be a few misconceptions here about what exactly one can do with CD Recorder Pro.

SoundPool CD Recorder Pro supports the CD formats CD ROM, Audio CD, Mixed Mode CD and CD extra. Generic formats, such as HFS, PSX, UNIX and various sampler formats, can be copied with the SCSI copy function.

I'll try to explain what the Generic Format do, because there is a lot of confusion about this:
From SCSI hard disk drives and CD ROM drives in ANY format one can burn a CD. After scanning the SCSI bus, all connected SCSI devices are displayed. The drive which has to be copied is selected and one can burn a straight one to one copy to CD from it. What this means in practice is that one can burn a CD from a partition which is NOT accessable by TOS. Mac HFS, UNIX or some special formats used by samplers can all be transferred to CD. The produced CD can NOT be read by TOS, when copying a MAC HFS partition you end up with a MAC HFS CD. So the Generic Format is OK for backup from ALL none TOS partitions and also to copy CDs like the Playstation PSX format.
There are a couple of drawbacks: the SCSI Copy function only works like its name suggests with SCSI devices, so IDE drives & partitions are not recognised. The maximum capacity is 650MB, so if one has a partition which is bigger, say 800MB, only the first 650MB are copied.

So far so good...
When one wants to create a CD from scratch, this is handled by the the file formatter. The file formatter can NOT handle long file names, these will be truncated and burned like this to the CD. This is a real pain, when working with MagiC or MiNT one starts to use the long file name options rather quickly. The ISO formatter can handle the 9960 level 1 standard, the Atari format, DOS format and a special format which is called: "don't care". With this last option the CD wil be written as the data is. It is not gueranteed however that this CD will work on every OS

Backups
Normally one uses the multi session format to backup data on CD ROM. The program supports the archive bit management function. With the "use archive bit" and "clear archive bit" functions the software will only save edited files to the CD.
So, when one makes a backup from his data, the next time ONLY data that is new or changed will be written to the CD. This saves a lot of space and time.

Burning
Before burning a CD, one can test if the CD will be burned succesfully at

the choosen speed. This is a question of knowing your system....
When burning a CD containing 30000 files (fonts, small gifs, HTML pages) the harddisk can't keep up, and 1X is the maximum speed on a TT. When burning a CD containing big files (>1MB) 4X can be sustained easily...
If you have enough harddisk space the best system is to make an image, this will take some time (15' max.) but then you can always burn at 4X and the time lost making the image is gained back quickly. You also never have to waist time with the "test" option, because an image will always be written succesfully at maximum speed.

Audio files can be written straight to the CD at 4X without the need to make an image, so copying a Music CD goes very fast. With certain writers 4X can not be handled on a Falcon, but on a TT there are no problems.

I'm not gonna explain the Audio CD functions here, for the time just be happy with the fact that it is one of very few programs on any platform which can prepare a CD ready to be pressed by an Recording Studio. Not suprising really, because the roots from SoundPool is the music business after all.

Comparing CD Recorder Pro with CD Writer is unfair...
CD Writer makes backups from partitions which can then be viewed in TOS. So Minix, HFS, UNIX etc are out of the question.
It is capable of making a backup from a accessable partition containing long file names. Accessable partitions is the magic word here...
Compared to CD Recorder Pro, CD Writer Gold is very limited and offers only the pure basics. Considering that CD Recorder Pro has come down in price, the choice should be easy....

CD Recorder Pro works with Falcon and TT, with a Link '97 connected ST & STE can also work with the program. For some strange reason the program does NOT work on a Milan (SCSI card ?), I don't know about the Hades...

Cheers from Belgium

Dennis

445. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <AhTO2.1273$7%5.429@198.235.216.4>
Source record: 81224

On 4 Apr 1999 23:51:24 G, Tony Greenwood wrote:

>>Hey, I'll even pay for your Stafford entry ticket if it'll make a
>>difference.
>
>Offering to pay me into a show you are already aware I won't be
>attending... sheesh..

Take the trip Tony and promote the Fanzine. However if you really really really can't go, I will sub in for you, and do an adequate job as I can honestly say I haven't seen either mag and therefore should be able to put forth the best argument.

So I need a plane ticket from Canada to London and then a bus/train ticket to STafford. Heck and I will even forego the free evalution copy of AC.

;-).

Later Brian.

>.

446. Re: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <IhTO2.1274$7%5.429@198.235.216.4>
Source record: 81225

On 3 Apr 1999 20:27:18 +, Martin "Nightowl" Byttebier wrote:
>on Sat 03-04-1999 17:28 Tim Conrardy wrote:
>
>
>I wonder if one can't delete unneeded quotes with Newsie.
>You quotes 48 lines. This is surely not needed at all.

NEWsie uses whatever editor you like to edit quotes. Tim simply didn't edit any text. Things are actually pretty controlled here. Consider sites where there is a preponderance of MS products and you get few users who bother to edit and then everything is sent TWICE/TWICE then with HTMLTWICE/HTMLTWICE:-).

An internal editor within NEWsie would be nice.

Later Brian.

>.

447. Re: ATARIANS OF THE AMERICA (World:-) UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <QhTO2.1276$7%5.429@198.235.216.4>
Source record: 81226

On 3 Apr 1999 03:44:47 -, Doctor Clu wrote:

>
>
> TO HELP WITH THIS.. ALL WE NEED IS:
>
> YOUR NAME: Brian Van Tilborg
> LOCATION (Brantford, Ont., Canada)
> E-MAIL ADDRESS (REMOVEmadmax@bfree.on.ca)
> COMPUTER TYPE (520ST*5,MegaST2,STe,TT,Falcon)

(Former President and Founder of STAG BRANTFORD) 1986-1990
(STAG BRANTFORD 1986-1992.)

Seriously considering getting the group going again.

Later Brian.

>.

448. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Dennis Vermeire <dennis.vermeire@ping.be>
Message-ID: <923540350-793629AEicMi@ping.be>
Source record: 81227

Tony Greenwood wrote on 07-04-99 :

>From: webdesign@accrington-web.co.uk (Tony Greenwood)
>Date: Thu, 08 Apr 1999 18:36:38 GMT
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Why don't you set your shitty system right first? You do know how to set a clock do you?
It's bad enough having to read your drivel, what exactly are you on?

>NEXT? :)
When this thread started I felt some sympathy for your views. Zorro all on his own against the three evil desperado's. I know better now... you're not Zorro but just a nutcase.
I've never seen ST+, but knowing you are involved I don't think I want to anyway. If the editorial contents are like the ones you've been treating us with lately, I'm not suprised it didn't win that "prestigious" award this year, what product could ask for a better Public relations guy... but I gues this also is only a "joke", sad really for the people who put a lot of time and efforts in it to be associated with a nutcase like you.

>NEXT? :)
Not ONE of your postings the last month have been constructive, informative or helpfull in any way. All you do is give off topic remarks, try to make people look silly or give your best shot to start a flame war. What the hell are you doing in this newsgroup?

>NEXT? :)
Today is a sad day.... I never thought that I would have to use a filter on the CSAS newsgroup. It's sad because in a usegroup where everyone has a constructive and helpfull tendency towards each other, one has to use such measures to get rid of someone like you. I suppose this a joke also and you are ROTFL....

>NEXT? :)
You've probably secured you're windows by now, how's your insurance against accidents? one can break a whole lot of bones in funny circumstances.. have you got a car?....better check if it still has wheels -)

Cheers from Belgium

Dennis

449. Re: "Drive Not Responding"

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: db361@torfree.net
Message-ID: <F9uL3z.55H.0.bloor@torfree.net>
Source record: 81228

Steve in Wales:

I'll send you the SF314 case, I think the power supply is fine. You need
the cable as well, and the big power cube?
I'll need your snail-mail co-ordinates.
Please reply to my real e-mail address which is:

ag352@chebucto.ns.ca

(this torfree.net account is just for my news surfing and collects all
the spam in a place away from my other business)

John S. Gray
still the XEST editor
Isolated out in Atlantic Canada

450. Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7ehe8d$id6$1@news.ncal.verio.com>
Source record: 81229

After that last cycle of MILAN threads, I would like to know what is
going on with WIZZTRONICS and their TOS creation! Any Updates?
To be honest...I have not looked at the site in a month or so..gotta
look it up, but any body know what is going on with that project?
Will THAT include Midi ports? or is it a stripped down-You add'em
kinda thing?

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

451. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7ehh18jif1@nnrp1.dejanews.com>
Source record: 81230

In article <370bb7f4333f130@ping.be>,
tos4ever@ping.be (Martin "Nightowl" Byttebier) wrote:
> on Wed 07-04-1999 16:18 Jo Even Skarstein wrote:
>
> >
> >It's possible that this is related to your problem with ExtenDOS under the
> >latest MiNT-beta. Have you tried BetaDOS as I suggested? I've been using
> >it for a few months now and it works extremely well under MiNT and TOS.
>
> On my setup BetaDOS (with spin_sd.bos) seems to create a prob. When I use
> my KGMD setup the whole system freeze when it try to load Thing 1.27.
> If I use my normal MiNT setup (without MiNTnet) BetaDOS works just great
>
> BTW: what is the meaning of cluster.dos and cook_fs.dos? Do I need these
> with my N.AES setup?

I am a bit surprised... IF you are using spin_sd.bos already and MiNT is
running, why then do you use BetaDOS and not MetaXBS/SPIN.XFS?

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

452. Re: MINT ftp or website

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7ehi1ekcs1@nnrp1.dejanews.com>
Source record: 81231

Hi,

>
> All the versions of Mint that I can find are 1994 or occasionally
> 1995. Is it still in development, or a dead project?

MiNT is certainly not a dead project. It is alive and well and under
continuous development.

> Are there any good pages to download it? FTP sites? If someone can
> point me to a place with the various most recent mint binaries (mint,
> mintnet, some applications, documentation, etc), I'll mirror them or give
> them a home on one of my websites...

Take a loot at htpp://yescrew.atari.org

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

453. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ehfegrcl1@snipp.uninett.no>
Source record: 81232

```
kellis <kellis@leading.net> wrote:
> Very good article Denis.

Yup. Just wanted to add that a Milan-version of CDRecorder is now
available, with CDRecorder Audio "coming soon". Same price as ST/TT/Falcon
version.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

454. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7ehjmi$lh4$1@nnrp1.dejanews.com>
Source record: 81233

Hi,

> Found a few things in dejanews, but nothing useful. I know there
> is an OS/9 for the ST (a friend had it way back), but I was never able to
> find it on the net anywhere. Not that I know how to boot it or anything :)

You could always take a look at the OS9 Home Page : http://www.microware.com
You could email them. :-) You never know, they might be able to help you
out.

> I'd like to get telnet going, via PPP or SLIP across the serial
> port. Then I could telnet into a machine here, start up IRC, and use it as
> an IRC terminal. That woudl rock :) Or run a remote emacs..

You could always install STinG. STinG will give you a TCP/IP stack and
allow you to setup SLIP or PPP over serial cables.

Take a look at the authors home page :

http://www.stud.uni-hannover.de/~perot/index-e.html

There are also several clients available for download from Peter's
page, including a telnet client.

If you want to install a full MiNT setup which will give you a UNIX
like system a good place to start would be with a MiNT distribution
such as KGMD. In my opinion 2MB RAM would leave you with very little
to play with once installed and so 4MB would be better. Also, 20MB
of Hard Disk space may be limitting if you want to install anything
but the basic setup.

A full KGMD setup will give you a UNIX like system with TCP/IP, GCC
setup and multi-user cababilities. It also comes with various clients
such as telnet, ftp and servers such as telnetd, ftpd, nfsd etc.

KGMD is a little old now and so it may be advisable too upgrade
various parts of the distribution including the MiNT kernel.

Have a look at : http://yescrew.atari.org. I'm sure there is a link
to KGMD there.

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

455. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <370C551A.A6C9156D@NO.SPAM.emw.ericsson.se>
Source record: 81234

Didier MEQUIGNON wrote:

> >Sure, but if you want some decent graphics modes you will need to
> >add a Nova interface or Eclipse anyway and then you can't close
> >the the box anyway. If you don't like nice resolutions and speedy
> >graphics and the possibility to add cheap ethernet cards I guess
> >it doesn't matter.
>
> Yes I know, with my CT2B I can use 640 * 480 65K colors 31,5 Khz 60Hz
> (VGA normal) with the videl...

I guess what you want to do with your computer. If you want to look at demos and play most games you will need to use the videl, but as there are so few games and new demos I can't realy say that I have used my Videl for something like 1.5 years now. I don't see the point. And you realy can't compare a shitty slow 40 * 480 65K colors 31,5 Khz 60Hz with 1600x1200 16/32-bit, 65Hz bliztringly fast, or lower res if your monitor can't handle it (mine sure can't). I would guess that 80% of the Falcon users are using GEM apps and in that case they should want something like Eclipse. You can't realy compare a good GFX card with the Videl.

> > I see no reason why not.
>
> Because BUS of falcon is for 68000, DTACK replace DSACK1 (68030)
> and DSP send DSACK0 only to 68030 (not on BUS !). Centek has put
> this signal on CT2 but it works only on a normal acces to host port
> not in interrupt from host port. This interrupt is used in Quincy
> and Aniplayer (with 'direct screen' and 65K colors).

Well, as I have used Aniplayer (looks lovely in 1024x768 16-bit BTW.) with direct screen I guess it works. It was some times since I looked at this though so I might be wrong here. I don't use the DSP in Aniplayer either as it's slower than using the CPU on my computer.

//MK

456. Re: CT2 stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Magnus Kollberg <magnus.kollbergl@NO.SPAM.emw.ericsson.se>
Message-ID: <370C55CE.D5FFA6AA@NO.SPAM.emw.ericsson.se>
Source record: 81235

Phantom wrote:

> Would it be possible to use 2 ribbon cables connected to the
> Falcons internal expansion connectors then connect the CT2 to
> theses ribbon cables inside the Falcon and run a length of these
> cables outside of the standard falcon case, then connect other
> aftermarket cards to theses cable with male connectors?

As the CT2 accelerats the bus you could get serious problems with
something like this. I would guess that it would not work, but who
knows?

//MK

457. MagiC Online Page update

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <AWYO2.9482$5p5.7475@news1.telusplanet.net>
Source record: 81236

Hello all,
I changed my page a bit today and added the following:
I uploaded a review of using MagiCMac on my iMac which was written for the Phoenix news letter, I wanted to wait till after it was out for awhile before I put it online.
I also took some quick snaps of jinnee 2.01 and Emailer 2, so If you would like to see those they are in the snap section.
I updated the link page, the Tips/Tricks page (Actually just added those Easter Eggs that Halvaard found!)
And above all, Ive added a Credits page, thanking those people who have helped me with my page. Chances are if you think you should be up there, you're probably not. I have to add alot more to it, so its just a quick one right now.
--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

458. Re: Anyone using this hard drive on a Falco

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <370C5C32.7F90@ooc.de>
Source record: 81237

Ronald J. Hall wrote:

> ->Does the latest version of HD Driver support formatting of
> ->IDE drives?
>
> I don't think so, but you could ask Uwe Seimet for verification.

Support for formatting IDE drives was added quite a long time ago. (Note
that the current version of HDDRIVER is 7.7.) Nevertheless you should
think twice before doing this since some drives may be damaged,
especially older drives.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

459. Re: REQ : Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <7ehs9tqrh1@wanadoo.fr>
Source record: 81238

Nicholas Bales a ?crit dans le message <7eb72b$1n2$4@news3.isdnet.net>...
>The last one would be Cubase 3.01.
>
Wrong ! The last one is Cubase 3.10. This add on is sales with the Studio Module or Cue/Style trax Module.

La derniere version de Cubase est une mise ? jour fournie avec Studio Module et Cue/Style Trax. C'est la version 3.10.

Vincent CORNEILLIE
vcorneillie@wanadoo.fr

460. FS: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <jhO+3JAJpID3Ewag@steverosie.demon.co.uk>
Source record: 81239
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <7eh9k8$8e3$1@usenet44.supernews.com>, Cory Bonnett
<guitarmn@execpc.com> writes
>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
>drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio Falcon
>w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44
>(w/one cartridge) housed in one box; Wizztronics cartridge port expander
>(from one to four); two mice (one original, one ITSA); joystick; trackball;
>tons of discs including some Iomega Zips with commercial, freeware, and
>shareware SW; and serial port A-B switch. Would prefer to sell as package,
>but will piece out. Shipping is from Milwaukee, WI. I love the Atari
>platform, but am selling the last of my three systems as I continue to
>upgrade my new PARIS-equipped recording studio. I have many references on
>the web, including several Atarians both US and abroad. Please feel free to
>e-mail with offers and I will respond immediately. Don't forget to include
>your address and phone number. Thanks! BTW, the highest offer does _not_
>necessarily mean anything to me. I want this gear to go to people who
>appreciate the inherent quality of the Atari system. Don't get me wrong, I
>want to make $$$ (maybe even $$$$$:) from this deal, but I also don't need
>to sell to a jerk who won't use it. Socialist panty-waist? Not hardly.
>Objectivist? Proudly.
>

Blummin 'eck!!! Heavy duty reading or what!

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

461. CONNOR / GREENWOOD S

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <923572439@acpu.com>
Source record: 81240

References:
<Pine.LNX.3.96.990406130407.20553D-100000@hal.fishpool.com>
<7ee3tigls2@plutonium.compulink.co.uk>

"Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk> asked politely:

J > as a newcomer here I'm obviously not aware of the ground rules
J > - I'm not even aware if there are any rules

Relax, Joe. We don't need no steenking rules!

J > or moderaters

And we don't want moderators. Every so often somebody tries, and
gets flamed right outta here.

Honestly, most people in here are immensely polite. There are
exceptions.... And, of course, many in here (most?) do not speak or
write English as their native tongue. It is difficult to write a
second language and not occasionally seemingly cross the line into
some sort of offense. We understand and compensate.

Now, if we could just get the Americans to speak and write
English... I am embarrassed regularly.

If one can avoid sounding like an arrogant twit, we'll cut him/her
plenty of slack.

Welcome! (belated).

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... And this is what you do for fun?
___ Mountain Reader II - #00000077

462. Protext [was: HELP WA

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <923572440@acpu.com>
Source record: 81241

"Brian Watson" <brian@spheroid.demon.co.uk> wrote:

B > Keith Lever <keith@lever.freeserve.co.uk> wrote
B >> It might be worth you mentioning about Protext in the Atari
B >> news group.

B > I do from time to time. Don't want to keep droning on about
B > it, though...

Brian: please do. I am interested in an upgrade, and don't know where to get it in the US. I am using 4.37 from STFormat (speaking of dead magazines), and just love it. Whenever I have a large text entry/edit/spellcheck job to do, Protext is _it_.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Don't anybody move.... I just lost my mind!
___ Mountain Reader II - #00000077

463. Re: Monitor screens help !!

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7eibvrqhd1@bgtnsc02.worldnet.att.net>
Source record: 81242

RAS,

jon rasmussen wrote in message <7eg9u8csq1@news4.svr.pol.co.uk>...
>does anyone know if there is a program / utility which maximises the space
>on my ATARI monitor. I seem to remember something which allowed programs
to
>use all of the screen and not just a smaller area, like what is happening
>now. I hope this makes sense
>cheer RAS
>

You'll need to go inside the monitor to adjust the picture size. Its not a difficult task for a trained service center, but extremely hazardous for anyone not qualified to work inside a monitor. There are high voltages present inside any monitor --- even when the unit is unplugged! You should not attempt internal servicing unless you're qualified to do so.

Keep in mind, however, that the larger the picture's display, the less sharp it will appear since the displays dpi (dots per inch) will be reduced as the picture size is increased. Of course, on the other hand, it will appear just as sharp if you back away from the screen just a little to compensate for the larger picture area. ;-)

Sheldon

464. If your Gonna Advertise

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7ei9r0$fe2$1@ns1.thpl.lib.fl.us>
Source record: 81243

I have answered many "F S" on this marketplace, only to have my e-mails fail for one reason or another, those who have an aversion to Spam mail etc. If your gonna advertise a product then be sure your prospective customers are able to contact you. Cause to have a msg to you returned for one reason or another justs "turns the prospective customer off" thank you

465. Query: can you translate ST MIDI files onto PC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-08 00:00:00 UTC
From: jpk2andsnoop@my-dejanews.com
Message-ID: <7eihc0clc1@nnrp1.dejanews.com>
Source record: 81244

Hello, I use the Atari 1040ST for all of my music composing and arranging. I would like information on how to translate my music files (on 3.5 floppies) from the 1040ST to my Gateway 2000 PC. It would be nice to be able to convert these floppies to PC format just in case something went terribly wrong with the Atari. Is there software available that will do this? Thanks in advance for any assistance. Regards, James

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

466. Video Genlock

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ek7m7$idl1@news.ajou.ac.kr>
Source record: 81045

I am looking for sometype of Video Genlock for a Atari Falcon.
I believe one was made for it, not sure.
If you have one for sale then e-mail me at the address below.

Also, if there is any other Video Genlock devices that can be used
on the STe or Falcon I'd appreciate any info on them.
Phantomm
phantomm@kih.net

467. Still looking for SuperCharger Upgrade

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ek7u6$idl2@news.ajou.ac.kr>
Source record: 81046

```
Still looking for a hardware upgrade for a SuperCharger
PC emulator that was made for the Atari platform.
Might be interested in a complete SuperCharger system
if it is what I'm looking for.
Phantomm
phantomm@kih.net
```

468. Re: Ethernet for all?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7ekec9$2c3$1@nnrp1.dejanews.com>
Source record: 81047

In article <7ej84s$f49$1@roch.zetnet.co.uk>,
chrisc@zetnet.co.uk (Chris Crosskey) wrote:

> up via parallel port for preference, STiNG supports it....If you need any

Yup, parallel-port is preferable, then the serial-port can be used for a modem.

> help getting it put into a box (or a support circuit etc, gimme a
> shout.....I can do the hardware if someone can do the software end...

If you want to design a ST-compatible parallel-port I guess I can write a PLIP- driver for it :-) Everything else is taken care of by the uClinux-people. If you only use the serial- and ethernet-ports it's only a matter of configuring it. Once they get it up and running that is...

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

469. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990409090659.10163A@ataricomputing.compulink.co.uk>
Source record: 81048

In article <37192e84.48991927@news.freeserve.co.uk>,
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:

> After the way you pushed Als buttons and got him going

?? Mark came into the thread well after my involvement.

Anyway talking of buttons, it is very clear that this thread is never,
ever going to end unless you have the last word, so to make these easier
for us all, please feel free to add any comment you wish in the full
knowledge that it will

a) Not be taken seriously by me (or probably anyone else)
b) Nothing you can say is going to have an effect on the "real world"
c) I personally won't be replying to any more of your flame bait. (while
reserving my rights to reply to any message in any thread in any
newsgroup.

**********insert your last word/s here**********

470. ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370DA821.338B@geocities.com>
Source record: 81049

To the Folks at "Atari Computing" magazine,

Let me be one to welcome you to the Atari ST newsgroup. Things have started a little rocky for you here, but I'm glad to see yall here!

My fondness for the magazine started back in October.

I had been a 8-bit Atarian from 1982-1989, and then left the Atari scene thinking that the ST platform had been a flop (at least that was what some of the 8-bit users that went ST said to me). I bought a Macintosh, and went through college and got my degree.
I emerged from college (and being a missionary in Guam) and a year after that, in October 1998, I find, much to my surprise, an Atari group still in existance!
The club president at the time, David Acklam, showed us publications of groups around the country and the world, and picked up an issue of ATARI COMPUTING with the X-Files cover on it.
My lady, who is not much into Atari computers, became impressed with a computer magazine that would have an X-Files theme. As for myself...
Besides the new-magazine smell, I was impressed at what the Atari community had become. A strange parallel universe and way of doing things different from the PC or Mac.. and yet, it was a fun slant that was just as effective. I found out about Atari clones and programs.
And in the end, I was amazed at how alive platform truly was (and is).
I was impressed that an Atari computer could kick out such a cool magazine. I have ever since used ATARI COMPUTER for ideas on page layout for our club newsletter, AUNT BYTES.

I would love to learn what kind of setup you use to produce the magazine, and more about features and directions for the future editions of AC.

To matter the fact, this thread is for users and AC staff alike to talk about the magazine, for quite frankly, it is my favorite hobby magazine.

(Now if I could just logon to Dark Forces BBS and win that 6 month subscription.. hehe...)

Atarian of old and new,

Doctor Clu
AUNT BYTES newsletter editor

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

471. fVDI, Was Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7ekl8j$n2l$1@nyheter.chalmers.se>
Source record: 81050

In article <923442755.13076.0.nnrp-10.9e985e5c@news.demon.co.uk>,
John Whalley <news@whalley.demon.co.uk> wrote:
>Jeff Mitchell wrote in message <7edi0c$1keh$1@hub.org>...
...
>> NVDI? Is it *needed* or just handy?
>
>Many would regard it as needed, though unless you use apps that use it it's

Once you've used a decent graphics speedup program on an Atari, you'll have a
hard time living without it. ;-)

>printer). The only real alternative to NVDI is SpeedoGDOS, which lacks the
>accelerated graphics routines.

Well, fVDI is free and works together with NVDI (in the same way as the NOVA
VDI for example) if you want outline font support and such things.
I've never tried it with SpeedoGDOS, but I'd say the odds are good that it
would work as well.

fVDI can of course handle normal bitmap fonts by itself and I plan to write
a program to convert TrueType fonts to that format soon (using FreeType).
Later on FreeType will be integrated with fVDI, but for now I'm busy
finishing up the Eclipse support and implementing the features that are still
missing compared to the normal VDI/GDOS.

In monochrome mode, fVDI is currently very nice and fast. The sixteen colour
driver does some things in black and white only, though, and the text output
is a lot slower (done character by character via vrt_cpyfm rather than up to
four characters at a time by specialized code as in the monochrome driver
(I'll add the possibility to draw to a monochrome off-screen bitmap and then
do vrt_cpyfm from there RSN(TM), which will increase the speed a lot)).
Needless to say, the hardware accelerated mach64 driver (currently only compiled
for the Eclipse/RageII) is _very_ fast. :-)

fVDI can be found on my WWW/ftp site as mentioned below. The latest real release
version is v0.85, but that is quite old now. The v0.91 beta is a lot better, but
it won't be a real release until I've added mouse pointer drawing to the device
drivers (it's currently left to the old VDI).

Lots of people have fetched fVDI v0.85/0.91beta, but I've only heard from two
or three of them...

If you can't get it to work, please ask me what might be wrong.
If there are problems with specific programs, I want to know about them!
I'd _really_ appreciate some feedback on fVDI!

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

472. FS Atari St User Magazine [UK Only]

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Ian King <iking@ndirect.co.uk>
Message-ID: <370de16a.0@news.netdirect.net.uk>
Source record: 81051

Hi Atari Fans,
Anybody wanted my old atari magazines for free
please let me know,
buy must collect the magazines, 12 binders full of magazines so to heavy to
postage the
magazines, I live in Dartford,Kent.

Thanks

--
Ian King's Sport Arena
http://www.iking.ndirect.co.uk.
iking@ndirect.co.uk

473. Don't knock the humble ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <370DE674.DAF73E25@patent.gov.uk>
Source record: 81052

Some one has recently said that the ST is only fit for use as a hobby. Whether or not that's true, some of the finest programmers gave it truly innovative software, such as CAD 3D. Tom Hudson went on to develop 3D Studio Max, selling for $3,495, the leader in 3D modelling in the PC world. See

http://www.tcp.ca/gsb/reviews/graphics/3dgraphics-q198.htm

for an acknowledgement of its Atari ST heritage.

For the 8-bit Ataris, the Touch Tablet and the Atari Artist cartridge, were years before their time and GEM was there before Windows.

Although I use my Falcon for graphics work and the Internet, I still use my MegaST and SM124 for text work. Protext (not 6.5 - it lost something in the quest for WYSIWYG) and its use of macros, makes converting a typical ASCII 5K help file into a 'Manual' with headers and footers and various attributes for titles, sub titles etc, not to mention stripping out hard returns and replacing long lines of dashes with underlining, a dream - compare with the hassle of WordPerfect.

Bob King

474. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ekkca$mf4$1@plutonium.compulink.co.uk>
Source record: 81053

Hi Doctor Clu,

You wrote in message <370DA821.338B@geocities.com>...
>To the Folks at "Atari Computing" magazine,
>
> Let me be one to welcome you to the Atari ST newsgroup. Things have
>started a little rocky for you here, but I'm glad to see yall here!
Thank you. Most of the AC team having been reading this newsgroup for a while and they have keep me in touch with anything newsworthy but I thought it was time I took a look for myself.

[FX snip, your background info]

> I would love to learn what kind of setup you use to produce the
>magazine, and more about features and directions for the future editions
>of AC.
We're pleased to report Atari Computing is produced almost entirely using Atari software. The pages are edited in Everest, spell-checked in That's Write and laid out using Papyrus 4 or DA's Layout. Our cover artists have used a variety of software, much of it on other platforms, but we're happy to take what we can get in return for some excellent artwork.

The future for the magazine is harder to predict. We're already planning our Millenium issue and party which we intend to launch/celebrate at the Stafford Atari show this November so we're commited for the rest of this year - around three years after the last UK commercial newstand magazine dissappeared from the shelves.
We have already exceeded all the original goals we set for ourselves when we started the project but there are always new challenges. How long we can keep the
magazine going in its current form depends largely on economic factors. Sadly the Atari marketplace isn't getting any bigger so we're having to work ever-harder to attract advertising and subscribers just to stand still.

> To matter the fact, this thread is for users and AC staff alike to talk
>about the magazine, for quite frankly, it is my favorite hobby magazine.
Thanks very much, that's great to hear. We're also equally pleased to receive constructive criticism so we can broaden our audience.

Regards

Joe
http://www.cix.co.uk/~inactive/

[Off to Neuss, Germany, for the weekend, do come along and say Hi if you're there!]

475. YM2149 Hardware Project

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Mirko Roller <bn520@dvz.fh-koeln.de>
Message-ID: <370E0E7D.6351FE5F@dvz.fh-koeln.de>
Source record: 81054

Need help.

I connected the good old ym2149 to my PC- Printer port, and
programmed it under Linux.

The result you can see on my web page

http://www.dvz.fh-koeln.de/~bn520/

thanx, Mirko

476. T-16 Accelerator for ST info needed!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E273F.10A1@geocities.com>
Source record: 81055

Hi folks, I have a 520 ST with 4 meg upgrade already. I'm considering getting a T-16 accelerator board for it. The board that I have a lead on has no docs on it.

I was curious if anyone would have the docs for this, or advice, experiences, and so forth?

I have actually two computers I can work with on this.. a 520ST with 1 meg, and a 520 STFM with 4 meg.

Thanks for the advice in advance,

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

477. Online chat with Kent Kordes of Systems for Tomorrow!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E2A22.762F@geocities.com>
Source record: 81056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.programmer

/|\ Scheduled Chat Sessions

Visit our club website and Click the Main Chat Room menu option to join us for the scheduled chats. Chats are schedule every Saturday night at 8:00PM CST.ï¿½ Please stop by for a while.ï¿½

We are asking Kent Kordes, Systems for Tomorrow to join us. From my experience, Kent has been a wonderful distributor of Atari hardware and software here in North America. Not only does he carry products for the ST computer line, but the Jaguar and Lynx systems as well! Got a question about products and the future products being released? Stop in and asked.

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Also....

We have a project going on right now to build up the Atari fandom in the United States, Canada, and other parts of our dear land mass. The belief is that there are many Atarians out there going on without a user group when hundreds (maybe thousands) of people still use Atari computers.

So if you are in America and Canada especially, just send your name, E-mail address, and State to:

Greg@atariusers.com

We'll be setting up a webpage soon. Who knows? A user group may be just waiting to be started in YOUR AREA!

478. driver for atapi-cd-rom?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Arobe69@t-online.de
Message-ID: <370E3AFE.857800FE@yahoo.com>
Source record: 81057

hi,
can anybody send me a driver to use a atapi-cd-rom on an atari st with
at-bus?
albert

479. Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Alan Holding <specto@spam.com>
Message-ID: <7eleh8$e7t$1@plug.news.pipex.net>
Source record: 81058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Howdy.

I stumbled across an old ST floppy of mine the other day but can't read it with the PC because it was formatted a weird way. All I know about the disk format is that it enabled me to cram 990k onto the floppy. (Great idea at the time - not really future-proof though. Ho hum...)

If any of you clever lot out there know of a way I could get at the data on the floppy using a PC alone (haven't got access to my old 520STFM) I'd be more than chuffed. I'd even buy you a Combustible Edison.

Thanks in advance,
ALAN.

--

ICQ 27372656
specto@spam.com
Replying direct? Change spam to hotbot or you won't get through!

480. Re: Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7elju7$156$1@nnrp1.dejanews.com>
Source record: 81059

In article <magicmac-08049910181300001@news.iwvisp.com>,
magicmac@my-dejanews.com (Mike) wrote:
>
> Last I talked to Steve, all Atari development had come to a hault.
> They (the corporation) have invested its resources into the PC line.
> They still have a supply of Falcon memory cards and IDE adapters and
> have supplies of Sound Pool software. I think if it was up to Steve,
> they would still be working on the TOS market, but he is no longer in
> control.
>
> Mike

Mike:

This is too bad as the Wizztronics Tos Box seemed so promising.
What about the accellerator project?

Tim
>
> In article <7ehe8d$id6$1@news.ncal.verio.com>, tconrardy@hotmail.com (Tim
> Conrardy) wrote:
>
> > After that last cycle of MILAN threads, I would like to know what is
> > going on with WIZZTRONICS and their TOS creation! Any Updates?
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

481. Editing :Was: ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7elkcl$1hi$1@nnrp1.dejanews.com>
Source record: 81060

In article <IhTO2.1274$7%5.429@198.235.216.4>,
madmax@bfree.on.ca (Brian Van TIlborg) wrote:
> On 3 Apr 1999 20:27:18 +, Martin "Nightowl" Byttebier wrote:
> >on Sat 03-04-1999 17:28 Tim Conrardy wrote:
> >
> >
> >I wonder if one can't delete unneeded quotes with Newsie.
> >You quotes 48 lines. This is surely not needed at all.
>
> NEWsie uses whatever editor you like to edit quotes. Tim simply didn't edit
> any text. Things are actually pretty controlled here. Consider sites where
> there is a preponderance of MS products and you get few users who bother to
> edit and then everything is sent TWICE/TWICE then with
> HTMLTWICE/HTMLTWICE:-).
>
> An internal editor within NEWsie would be nice.
>
> Later Brian.

HI
This is Tim!

Sometimes, if the message is importment, I leave it in, so someone reading it
might know what is going on. OR-edit just enough to give an idea of the
subject matter.Sometimes I look at a post, and after reading it, I do not
know the full story or thread of what is going on. Then I have to try to find
the original message to get the information. Sometimes no clue to the
original subject matter is included in the response. Anybody else have this
problem?

Tim
>
> >.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

482. Re: Spell Checker, was ATARIANS OF THE AMER

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7elhsfkv1@plutonium.compulink.co.uk>
Source record: 81061

On 8 Apr 1999 23:58:04 -, Frank Lockwood wrote:

>I've been using Spelling Sentry - used to be commercial, don't know
>what its status is now - for over a year now, and it works with
>everything. It's a Control Panel that monitors your spelling all the
>time and sounds a tone when you enter something questionable. You can
>then access the control panel to check the proper spelling.

That's sounds useful - anyone any more details?

Thanks for the tip Frank.

:-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

483. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7elhsikv2@plutonium.compulink.co.uk>
Source record: 81062

On 9 Apr 1999 02:11:34 -, Doctor Clu wrote:
>To the Folks at "Atari Computing" magazine,
>
> Let me be one to welcome you to the Atari ST newsgroup. Things have
>started a little rocky for you here, but I'm glad to see yall here!

AC been in this newsgroup for as long as we've existed mainly
through Al Goold, Chris Good and myself, but we don't normally make
such noise! :-)))

> My fondness for the magazine started back in October.

Good to hear.

> The club president at the time, David Acklam, showed us
>publications of groups around the country and the world, and picked
>up an issue of ATARI COMPUTING with the X-Files cover on it.

A very nice cover and certainly a lot of people commented on it.

>And in the end, I was amazed at how alive platform truly was (and
>is). I was impressed that an Atari computer could kick out such a
>cool magazine. I have ever since used ATARI COMPUTER for ideas on
>page layout for our club newsletter, AUNT BYTES.

:-)

> I would love to learn what kind of setup you use to produce the
>magazine, and more about features and directions for the future editions
>of AC.

No big secret. I do most of the magazine layout (BTW Jon Adams the
layout person is also me!). I use Papyrus 4 running on a 14MB Falcon
and output via NVDI 4.11 to a HP Laserjet 4. Joe Connor does pages 4,
5 and 9 using DA's layout, and again output to a HP Laserjet 4. Most
advert pages are also produced using Ataris, but the very occasional
one is done on a PC, but that's only because they are supplied by the
advertisers that way. Anything I do is 100 per cent Atari produced
because I don't possess a PC or MAC.

As for the future, well who knows. As long as it is financially
viable to continue we will do so, but our future is very definitely
in the hands of our readers, stop reading/buying the mag, and we'll
have to close :-((((

No real idea of what to come in future issues really, but as long as
programmers and Atari users keep things ticking along there will
always be enough to fill the magazine!

>about the magazine, for quite frankly, it is my favorite hobby
>magazine.

That's very good to hear!

> (Now if I could just logon to Dark Forces BBS and win that 6 month
>subscription.. hehe...)

Ronald is extremely generous and deserves everyone's support.

> Atarian of old and new,

:-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

484. Re: Calamus news

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3708aee2.13022855@news.freeserve.net>
Source record: 81063

On 3 Apr 1999 22:15:12 GMT, steve@sweet3.freeserve.co.uk (Steve Sweet)
wrote:

>Does it cost to post a claim in the small claims court??.
Yes, 50 quid plus ancillary expenses. Once you have a decision you
then have to pursue payment which could also work out expensive!

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk
---

485. Transfer files via Z-modem ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <01be82bc$b8cda520$13e664c3@mclaren>
Source record: 81064

Hi !

I've recently tried to send files between the Atari and PC using Z-modem protocol
(and others also) but I haven't had any success.

On Atari I use FreezeDried Terminal and on the PC I use Telix or that Hyperterminal which is included in Win95. I use a normal null-modem-cable and nothing works. When I try to do such simple things as sending one character at a time or a simple text-file I get, in best case, a totally messed up result. Often nothing happends at all. The serial circuits seems to be okay since they are able to send and receive but you'll never know. Yes, I have the same setup on both machines.. Tried all speeds, all sort of setups from 5E1 to 8N1 but nothing works. Nothing...

Has anyone else managed to get any descent contact betwenn Hyperterminal and FreezeDried ?

Thanks !

/Slangen

486. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <370de55611362fe0@ford-trucks.com>
Source record: 81065

on Thursday 08-04-1999 08:23, Derryck Croker wrote:
Re: Okami
>The reports that I read made setting it up look tricky - and since I'm
>usually a lazy so-and-so ;-)) I've decided to keep life as easy as
>possible! :-))

I'm still waiting form Ron to have the time to give Okami setup a try then
report back here what I truly believe; with a small bit of help, setting
up Okami is barely an evening's effort.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
"Verbosity leads to unclear, inarticulate things." -- Dan Quayle

487. Atari Computer items - so

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <923664203@acpu.com>
Source record: 81066

paul_demarni@bc.sympatico.ca (Paul De Marni) wrote:

P > I have some miscellaneous Atari Computer Items looking for a
P > new home

(snip)

P > colour monitor with the cracked case. I weighed the 2 power
P > supplies, disk drive and cable and found that it would cost
P > about $15 CAN ($10 US) to surface ship those to the states.
P > The monitors are heavier yet.

Beware! US Customs puts a hold on monitors shipped to the States
while they check out the FCC certifications for radiation. Can be a
terrible drag (and costs a few bucks, I think) even if the monitor
in question was actually built and certified to US specs (as most
were, I think).

Someone suggested marking monitors shipped to the US as 'Salvage' or
maybe 'Junk'. I haven't tried this.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... For people who like peace & quiet: a phoneless cord.
___ Mountain Reader II - #00000077

488. CONNOR / GREENWOOD S

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <923664204@acpu.com>
Source record: 81067

References:
<Pine.LNX.3.96.990406130407.20553D-100000@hal.fishpool.com>
<7ee3tigls2@plutonium.compulink.co.uk>
<7efuufjdo2@snipp.uninett.no>
<3711e04b.23196980@news.freeserve.co.uk>
<7egav5sge1@roch.zetnet.co.uk> <370c1540@nemo.idirect.com>

dreibel@idirect.com (Daniel L. Dreibelbis) wrote:

D > I'll bet 400 quatloos on the newcomer.

ROTFL!

I'll see your 400 quatloos and raise you 2 Klingon battle cruisers
and a Bird of Prey.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... CAUTION! Do Not Look Into Laser With Remaining Eye.
___ Mountain Reader II - #00000077

489. NI (Need Information) GTS-100 external disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370E56B7.7C8E@geocities.com>
Source record: 81068

Found an external disk drive at a second hand electronics store called
a GTS-100. It's in a black case, and has a digital counter on the front
of it.

Is this a fancy 720K drive, or (hopefully) a high density drive?

If it was a high density drive.. could a 520 ST with Tos 2.06 handle
it?

Thanks,

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

490. FFT Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904091705150.17972-100000@moose.erie.net>
Source record: 81069

Is there any software to do Fast Fourier Transforms on an Atari
TT?

491. Re: Falcon Boot with Control Key

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7elrur$7qk$1@sun27.hrz.tu-darmstadt.de>
Source record: 81070

Hi!

Phantomm <phantomm@kih.net> wrote:
> Was wondering if there is a way to set the default resolution
> to something other than 320 x 200 when you first bootup while
> holding down the control key?

Only way to change this is patching the ROM. TOSPatch by Michael Ruge
does this, among other things.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

492. [web] Atari clone page updated

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: atari@bright.net
Message-ID: <7elsgi$83k$1@cletus.bright.net>
Source record: 81071

A few changes to the Atari clone page...

I you have a clone and would like to be listed please contact me.

If you already have an clone and need sone help or info that only
another clone owner can help you with then please have a look
at the site. That's what it is for. ;-)

The page covers Milan, Hades and DirecT clones.

Thanks again to those that have decided to be listed and
those that wrote me saying how helpful they found the list to be.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

493. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7elti7spc1@news8.svr.pol.co.uk>
Source record: 81072
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Offered help by e.mail.

All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663
http://www.lever.freeserve.co.uk

Alan Holding wrote in message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>
>Thanks in advance,
>ALAN.
>
>--
>
>ICQ 27372656
>specto@spam.com
>Replying direct? Change spam to hotbot or you won't get through!
>
>

494. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Keith Lever <keith@lever.freeserve.co.uk>
Message-ID: <7elti8spc2@news8.svr.pol.co.uk>
Source record: 81073
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Offered help by e.mail.
All the best,
Keith & Laura

keith@lever.freeserve.co.uk
k.lever@zetnet.co.uk
ICQ:- 24493663
http://www.lever.freeserve.co.uk

Alan Holding wrote in message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>
>Thanks in advance,
>ALAN.
>
>--
>
>ICQ 27372656
>specto@spam.com
>Replying direct? Change spam to hotbot or you won't get through!
>
>

495. Price for an Atari STFM?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: "Trevor H." <pravda@introvert.org>
Message-ID: <EWuP2.172$Jc7.13627@news2.giganews.com>
Source record: 81074

How much should one pay for an Atari STFM with an SM124 monitor and a mouse?

Thanks,
Trevor

------ - - -- - - -------
http://www.introvert.org/
the world is all that is the case

496. Re: FFT Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: thopmanNOSPAM@uoguelph.ca
Message-ID: <7elu8v$ml7$1@testinfo.uoguelph.ca>
Source record: 81075

```
: Is there any software to do Fast Fourier Transforms on an Atari
: TT?

I can't point to any off-hand, but I'm sure there are. Can you be more
specific as to your needs, i.e., size of your datasets, type of data
(integer or floating point), format, and so on.

If you are willing and able to compile your own, I can send you a tarball
of some C source for various FFT routines. They should be fairly platform
independent, but may take some tinkering with to get them to compile. I
was able to use them with little trouble under Borland C on a PC <gak>.

THeo
```

497. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923699019.20094.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 81076

Derryck Croker wrote in message ...

[Okami]
>The reports that I read made setting it up look tricky - and since I'm
>usually a lazy so-and-so ;-)) I've decided to keep life as easy as
>possible! :-))

It's much easier than it seems at first. It suffers in the same way as STinG from being so configurable, but actually the setup files are well commented and in most cases you can take the defaults initially.

There *is* an element of culture shock if you're used to using dialog boxes for everything, but it's worth the investment in time (IMHO, of course). It supports just about everything you could wish for, does mail filtering and sorting, and threads news properly (AFAIK it's still the only Atari newsreader - with the exception of MiNTed unix readers - which threads properly).

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

498. Re: fVDI, Was Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923699020.20094.1.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 81077

Johan Klockars wrote in message <7ekl8j$n2l$1@nyheter.chalmers.se>...
>In article <923442755.13076.0.nnrp-10.9e985e5c@news.demon.co.uk>,
>John Whalley <news@whalley.demon.co.uk> wrote:
>>Jeff Mitchell wrote in message <7edi0c$1keh$1@hub.org>...
>...
>>> NVDI? Is it *needed* or just handy?
>>
>>Many would regard it as needed, though unless you use apps that use it
it's
>
>Once you've used a decent graphics speedup program on an Atari, you'll have
a
>hard time living without it. ;-)

Indeed. I'm in the "needed" camp!

>>printer). The only real alternative to NVDI is SpeedoGDOS, which lacks the
>>accelerated graphics routines.
>
>Well, fVDI is free and works together with NVDI (in the same way as the
NOVA
>VDI for example) if you want outline font support and such things.

I don't really understand how these bits interrelate. I thought the NOVA stuff was just special drivers for their graphics cards, NVDI does outline fonts anyway normally and I'd got the idea that fVDI was a freeware alternative to NVDI, rather than working with it. Plainly incorrect. Any chance of an explanation of how all this slots together (preferably at novice level!)?

TIA,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

499. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923699021.20094.2.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 81078

Hi Louis,

Louis wrote in message <370ba09816cd02f0@holleman.demon.nl>...
>on Wed 07-04-99 09:31 John Whalley wrote:

<snip>

>Demon, as an ISP decided to make use of an independant phone company to
>create "local calls" from about everywhere over here, but the bottleneck
>appears to be the "connectivity" to the KPN network.

This is similar to how they have things in the UK, actually. They use several independents to give 100 per cent local call access, but most people use a BT (former state phone company) phone to connect to that "local" number. Either way, you've gone through the connection between networks before you get to the ISP's servers. From what you say there may well be a bottleneck at that point, but that doesn't explain slow servers at times of heavy load.

>Demon says it's the "connectivity". They sued KPN already
>for that. I got the impression myself that it's an excuse, and figure they
>have too many subscribers without upgrading their server's capacities.

Exactly.

>But like I said before: the first day cable-ISP is hooked into my local
>cable-system I switch. Cancel my extra phone line (for data only), kiss
>Demon goodbye and use the saved money to buy this Phenix-060! :-)

Sounds like a good plan at the rates you quoted. :-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

500. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923699021.20094.3.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 81079

Hi Brian,

Brian Van TIlborg wrote in message ...
>Can you not create two separate preference files with the various news
>servers to access your different NG? This would save you some space.
>
>Create two preference files. Name one of them supernews and select load
>preferences when you want to change NGs.

Actually, this isn't a NEWSie problem, it's an ISP/comms problem (apologies for subject drift). I'm getting similar problems to Louis using the same ISP but with different hardware/software (I'm using a PC for net access these days).

One of Demon's strengths is that they carry just about all worldwide newsgroups so there is no great virtue in connecting to another server for different groups as we get them all on the one server anyway (technically it isn't one server, it's a cluster of servers, but it looks like one from the client's viewpoint). Connecting to a remote news server is likely to be even worse as you then get even more congested steps between you and the target server :-(

The good news (for me, anyway!) is that tonight the mail and news servers seemed to be back up to speed (and I was collecting three days' worth at a busy time). Hopefully things are getting beck to normal again!

crosses fingers

Cheers,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

501. CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7elvfk$ji7@enews4.newsguy.com>
Source record: 81080

I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and am having problems with Ebay.

http://www.ebay.com/

I've gone through their registration process, had them e-mail me a confirmation number, and selected a user name and password. After all this, it tells me I am registered.

However, when I try to enter my information (to bid on an item), it continually takes me to a page telling me my user ID or password are wrong. And I know for a fact they are correct as I've triple checked that, and had Ebay e-mail me my information just to make sure it was correct.

So, is there some sort of conflict between CAB and Ebay?
I've got cookies "on" in CAB, and my information is correct, but no go...

Anyone successfully used Ebay with CAB???

I've got some items I'd like to sell but would hate to have to use my roomate's PC to do it. :^(

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

502. Pixart 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7elvg3$ji7@enews4.newsguy.com>
Source record: 81081

Anyone use Pixart 4 (English version)?

The only thing I know about it is what I saw on Homa Systems House' web site, and it looks pretty good.

Basically I need software that will allow me to work with original, scanned, and commercial pics (mostly GIF and JPG) for use on websites. I want something that will allow the use of NVDI/GDOS fonts (or it's own internal fonts?), as well as the usual graphics manipulation stuff.

I've tried a demo of PhotoLine and Apex Media a while back, but those are more than I need. Is there a demo version of Pixart 4 availalbe anywhere?

So, any information on Pixart 4 (or other graphics software - commercial/shareware/freeware) would be appreciated.

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

503. Help/Deals Needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: <>
Message-ID: <370e7cdc.0@news.qnet.com>
Source record: 81082

A lady moved into a trailer in the park here and she picked up an old Atari 1040ST (TOS 1.0) and 1224 monitor. I set it up and the monitor doesn't even come on, I've loaned her my monchrome monitor for now. She has 3 kids to take care of so her money is limited,I can supply some programing for her to use. But she needs the following:

1.Color Monitor

2.ICD Host & Hard Drive

3.files for the modem (HS ones I lost ones with hard drive crash)

4.TOS 1.4 chips (6chipset)

Please send me the price of any of these you might be willing to sell to her cheap. She paid $20 for the computer and bought a bunch of IBM software for it!

Remove <*> for my e-mail

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

504. Deals Needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: <>
Message-ID: <370e7e3a.0@news.qnet.com>
Source record: 81083

A lady moved into a trailer in the park here and she picked up an old Atari 1040ST (TOS 1.0) and 1224 monitor. I set it up and the monitor doesn't even come on, I've loaned her my monchrome monitor for now. She has 3 kids to take care of so her money is limited,I can supply some programing for her to use. But she needs the following:

1.Color Monitor

2.ICD Host & Hard Drive

3.files for the modem (HS ones I lost ones with hard drive crash)

4.TOS 1.4 chips (6chipset)

Please send me the price of any of these you might be willing to sell to her cheap. She paid $20 for the computer and bought a bunch of IBM software for it!

Remove <*> for my e-mail

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

505. Re: Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990409193636.24284.00000701@ng144.aol.com>
Source record: 81084

I received an email from the TOS group at Wizztronics in answere to my questions about their clone machine.
I just spoke with them today and was told
they are still working on the machine, the plan to bundle software with the machine, and they're working on the OS as well.
It'll take some time, that's why they haven't update their webpage. When they're ready to roll out the machine, then they'll update their web page.
Hope that makes you feel better. :)
Sameul A. Ferrer

Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

506. Re: FREE copies of Atari Computing!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JfR7Yv3.dpj@delphi.com>
Source record: 81085

Al,

Are there back issues available for sale? Unfortunately, I let my subscription run out at about Issue 8 and would love to obtain the others. I'd also better re-up my sub!!
Thanks.

-Dana

507. Atari Online News, Etc. #0106

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <Jda6oN8.dpj@delphi.com>
Source record: 81086

```
A-ONE #0106 04/09/99

~ People Are Talking! ~ Songbird Releases SFX! ~ SAMS '99 Show!
~ Populous:The Beginning ~ Recycle PCs for Roads? ~ Baseball Games!
~ Melissa Hacker Busted! ~ MS Takes on Privacy ~ Intel Cuts Prices
~ New Consumer MS OS! ~ Salon Acquires The WELL~ Phoenix Sues Critics

-* April Fools Prank Revealed! *-
-* April Fools Feedback - Perspective *-
-* U.S. Appeals Internet Pornography Ruling *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |-
/ \_____________/ \ E-mail subscription: dpj@delphi.com
\ \ | | | | / / A-ONE's WEB Site
ww ooooo----ooooo ww http://people.delphi.com/dpj/a-one.htm
```

508. FS: 520ST etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: "Stephen D. Kingrea" <skingreanospam@nospamreytech.com>
Message-ID: <370EB5B1.26157144@nospamreytech.com>
Source record: 81087

Stock 520ST, SM124, SF354, LX86 FS. no software. a bit dusty but works. Original manuals included. Original boxes may exist. Needs a good home, make an offer.....

tia

j&s@nospam.reytech.com

509. snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7emh2kkvr1@news3.infoave.net>
Source record: 81088

I am looking for a snowman movie demo. It had animation of
a snowman movie and piano music playing in the background.
If anyone knows where it can be downloaded from I would greatly
appreciate it.

mickster

510. You can make Mpeg videos on your ST!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ela4nrvu1@spnode25.nerdc.ufl.edu>
Source record: 81089

I am making mpeg videos on my Falcon using Screen Eye and Apex
media to capture the video,. Then I import the tga frames into Mpeg fever
and make nice color Mpeg files.

The 030 ttp Encoded does not work so I am using the ttp for 6800.
The program is easy to use and it is at:

ftp.lip6.fr/pub4/atari/Graphics

Have fun!

Raymond

511. You can make Mpeg video on ST!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7em0qn$v0e$1@spnode25.nerdc.ufl.edu>
Source record: 81090

From: guitarra@afn.org
Subject: You can make Mpeg videos on your ST!
Organization:
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

I am making mpeg videos on my Falcon using Screen Eye and Apex
media to capture the video,. Then I import the tga frames into Mpeg fever
and make nice color Mpeg files.

The 030 ttp Encoded does not work so I am using the ttp for 6800.
The program is easy to use and it is at:

ftp.lip6.fr/pub4/atari/Graphics

Have fun!

Raymond

512. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ejerh$o2p$1@plutonium.compulink.co.uk>
Source record: 81189

> I did not think that was appropriate.. so I asked what he meant.. he
> would not answer and the thread snowballed...

Yes, it did! :-)

> But feel free to blame
> me if thats what you want to do..

Kewl! ;-)

> Like I care :)

Well it would seem you do as you keep replying! :-)

> Ho why don't you at least try and get yourself some facts man..

I do.

>Your
> doing exactly what the rest are doing..

If the rest is everyone except you, then I'm pleased to be included in that
group.

> After the way you pushed Als
> buttons and got him going

Eh?! I don't remember doing that...check the facts...

> I actually gave you more credit...

Wow, a compliment! ;-) ...

> seems
> that was a bit previous of me..

...Perhaps not.

> I was heavilly involved with ST+ when
> the award was won..

Of course Tony, yes Tony, whatever you say Tony. Naturally, this implies
they couldn't have done it without you!!! ;-)

> If your going to join in then at least be aware of the situation... or
> your going to look like a fool with every post..

Shame on me! ;-) I'm a fool to keep replying.

> Its a bit late you coming in a 100
> messages later saying it wasnt an attack..

It's never too late.

> Joe should have explained
> when asked..

Why, because *you* asked?

> check back.. I simply asked...

And with such social skills.

> Go on have a look before
> you do any more stirring up trouble like an old woman...

I'm not an old woman: for one thing I don't drink tea, and secondly...well,
you don't want to know... ;-)

>well you know the rest..

As do most others now! ;-)

> Or I
> thought you did..

I do.

> you are either doing your best to keep this thread
> going or you really are not following the plot...

I can assure you I am following the plot and it's legacy. If you want this
thread to stop don't reply! :-)

Best wishes,
Mark.

513. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7ejevlpqh1@plutonium.compulink.co.uk>
Source record: 81190

> Please do show me what I done to upset you ?... Or have we another
> sheep in our mist ?
>
> Ho look...its the cix gang hahahahahaahhahahahahah

At least "in the morning, I shall be sober."

Mark.

514. Re: FREE copies of Atari Computing!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7ejgfl$h0e$1@plutonium.compulink.co.uk>
Source record: 81191

Joe Connor wrote in message <7egu2nqjs1@plutonium.compulink.co.uk>...
(With apologies for commenting to my own message).

Now that did the trick, my mailbox is filling up nicely!

I'll be at the Neuss Atari Show, in Germany, this weekend so if anyone would like to claim a free evaluation copy in person come along to the Atari Computing stand and ask me. I'll send the rest out in the post sometime next week.
The same deal applies to anyone attending SAMS '99 next weekend in Stafford, England - just ask us for a free evaluation copy.

Thanks to everyone who has expressed an interest so far...

Regards

Joe
http://www.cix.co.uk/~inactive/

515. Re: Two NEWSies Now!

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <UhcP2.1893$DF6.339@198.235.216.4>
Source record: 81192

Can you not create two separate preference files with the various news servers to access your different NG? This would save you some space.

Create two preference files. Name one of them supernews and select load preferences when you want to change NGs.

Hope this helps.

Later Brian.

516. IRC and Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ek39a$hb86@news.ajou.ac.kr>
Source record: 81193

Have been doing a bit of IRC server jumping for awhile now and notice
that there doesn't seem to be alot of Atari folks using the #Atari
channel in North America. Either that or I haven't found where
everyones hanging out yet. ;)

Even the #Atari channel over in Europe doesn't seem to get much use
either.

Seems to be quite a few folks that post and read the Atari newsgroups,
was wondering why it seems so few use IRC #Atari?

Also, I think there was quite a large following of Atari on Online
services like Genie and etc. Is there much happening with Atari
users on Genie, Compuserve and etc, or are these days long gone?

And is it possible to access services like Genie over the internet
using Atari hardware/software?
Phantomm
phantomm@kih.net

517. Falcon Boot with Control Key

Newsgroup: comp.sys.atari.st
Date: 1999-04-09 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7ek420$hb87@news.ajou.ac.kr>
Source record: 81194

Was messing around with the Falcon here the other day and booted up while holding down the control key, Thus bypassing the desk accessories and other programs. Ending up with a clean system in 320 x 200. I have known that you could do this for along time.

But one thing I just found out the other day was that after booting up like above, if you then hold the control key down again, you can also switch into any resolution you want like 640 x 480 and still have a clean system. Which I find very useful at times. Learn something new every day. ;)

Was wondering if there is a way to set the default resolution to something other than 320 x 200 when you first bootup while holding down the control key?

Phantomm
phantomm@kih.net

518. Portfolio Backlight Info

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <8h05XLAj2oD3Ew41@steverosie.demon.co.uk>
Source record: 81091
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech.alt.atari

Hi

I came across, or heard, of a modification that illuminates the
Portfolios screen, does anyone have the link or the info for it as I
seem to have lost it!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

519. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370e9e0a7763a1@ping.be>
Source record: 81092

on Thu 08-04-1999 08:23 Derryck Croker wrote:

>in message <4D1YPTAg06C3EwSj@steverosie.demon.co.uk>
> Steve Stupple wrote about 'Re: FireNews (was Joe/Tony/etc)'
>
>>>> Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'
>>>
>>>>I'm quite impressed by this newsreader, it's worth a look by anyone who's
>
>>>Why don't you give Okami a try. IMHO it's far better then Newsie.
>>
>> I could never get the bugger to work, I gave up!
>
>The reports that I read made setting it up look tricky - and since I'm
>usually a lazy so-and-so ;-)) I've decided to keep life as easy as
>possible! :-))
>
Tricky? I found it not so tricky to install as Newsie which I never
managed to get it working properly.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

520. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <370e9e0a7763a0@ping.be>
Source record: 81093

on Thu 08-04-1999 21:24 Jo Even Skarstein wrote:

>Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
>
>> satisfy my curiosity and to see if I could read my N.AES CD without probs.
>> I still have big difficulties to read that CD-ROM. Most of the times I
>
>Your CD too? I have the same problem, it appears to be a problem with
>Woller's CD-R. Also, my CD is of very poor quality, it's very rough and
>some places you can see small holes in it!

Yes My CD too. So it isn't my setup that's is the culprit.
>
>I managed to read the entire CD with NERO on my PC and make a working
>copy, if you're interested I can make one for you as well. I don't think
>you'll get any help from Woller anyway...

Thanks for the offer. My brothers Mac hasn't any probs to read it although
there was something strange. The Mac desktop displays two CD icons
instead of one so there is definitely something wrong with that CD.
Tomorrow I take off to Neuss. I'll try to talk to Woller. I hope he
understand some English.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

521. Re: NI (Need Information) GTS-100 external

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: shammond@loop.com
Message-ID: <1BxP2.50$Fu5.14988@news2.randori.com>
Source record: 81094

On 9 Apr 1999 14:36:23 -, Doctor Clu wrote:
> Found an external disk drive at a second hand electronics store called
> a GTS-100. It's in a black case, and has a digital counter on the front
> of it.
>
> Is this a fancy 720K drive, or (hopefully) a high density drive?
>
> If it was a high density drive.. could a 520 ST with Tos 2.06 handle
> it?
The GTS-100 was a 720K drive. However, a high density drive (bare) can be bought for less than $20.00 at most electronic stores. I never looked inside mine, but I think it used a standard PC drive unit. If the 520 has (which I doubt) the upgraded driver chip then it should be able to read a high density unit, if one were put in the case. Having TOS 2.06 by itself will not allow the 520/1040/Mega/TT(TOS 3.06) see a high density drive. I'll have to pull mine out of storage and see.

Steve Hammond

522. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: shammond@loop.com
Message-ID: <VGxP2.52$Fu5.14622@news2.randori.com>
Source record: 81095

On 9 Apr 1999 22:37:40 G, Paul Nurminen wrote:
> I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and am having
> problems with Ebay.
>
> http://www.ebay.com/
>
> I've gone through their registration process, had them e-mail me a
> confirmation number, and selected a user name and password. After all this,
> it tells me I am registered.
>
> However, when I try to enter my information (to bid on an item), it
> continually takes me to a page telling me my user ID or password are wrong.
> And I know for a fact they are correct as I've triple checked that, and had
> Ebay e-mail me my information just to make sure it was correct.

Paul,

Which OVL are you using to connect CAB with the outside world? This could be a communication problem, not an internal problem with CAB. If you don't have it, download Dan Ackerman's latest CAB.OVL (ver 1.3101) and give it a try. If you still have problems - contact Dan and I am sure he will take a look and let you know if it is an OVL problem or a problem within CAB. My experience, so far, with sending passwords is that the problems are more communication interface (ie. CAB.OVL) problems rather than problems with CAB itself.

Steve Hammond

523. Re: Falcon Boot with Control Key

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904100142.a35897@wun.maus.de>
Source record: 81096

Hallo !

P>Was wondering if there is a way to set the default resolution to
P>something other than 320 x 200 when you first bootup while holding down
P>the control key?

-Create a newdesk.inf file with the appropriate resolution
-put this one on a partition (or floppy disk) with empty auto folder and no
accessories
-have no accessories on c:\ drive either
-and boot from the drive where the newdesk.inf is by pressing the appropriate
drive letter during bootup

This will work with cbhd, hddriver and hushi hard disk drivers.
The System isn't _totaly_ clean then, as newdesk.inf is being loaded, but very
close to that.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

524. ST in pc case?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: MadCat13 <madcat13@bellsouth.net>
Message-ID: <370ECDAD.534E3EB7@bellsouth.net>
Source record: 81097
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I know that people have done this. I would like to, but first I want to hear from some people who have done it.

Any info or thoughts appreciated.

MadCat13

525. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <UyAP2.1518$m3.3416@news0.telusplanet.net>
Source record: 81098

> I am looking for a snowman movie demo. It had animation of
> a snowman movie and piano music playing in the background.
> If anyone knows where it can be downloaded from I would greatly
> appreciate it.
>
> mickster

If this is the demo I think you're talking about, I loved it, Its
my favorite one.
If I recall it was by the Portland atari club, and it was an
animation that I had seen on TV before.
I will check my ST harddisk to see if I have it still,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

526. Looking for 5.25 Atari disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <7emm86$k501@news.ajou.ac.kr>
Source record: 81099

I'm looking for a good 5.25 Atari ST external disk drive.
If you have one or more for sale or trade then contact me
with price information at the following address.
Phantomm
phantomm@eastky.net

527. Re: BetaDOS question (was Re: CD-recording)

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370F06E9.14E2F602@ping.be>
Source record: 81100
Body handling: Binary attachment payload not displayed: dipching.vcf

Martin Nightowl Byttebier a *crit :

> Thanks for the offer. My brothers Mac hasn't any probs to read it although
> there was something strange. The Mac desktop displays two CD icons
> instead of one so there is definitely something wrong with that CD.

Absolutely not strange ... only a CD with more than one session.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

[One or more binary attachments are retained only in the source text.]

528. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370F0743.D76B980A@ping.be>
Source record: 81101
Body handling: Binary attachment payload not displayed: dipching.vcf

Paul Nurminen a *crit :

> Anyone successfully used Ebay with CAB???

Same set-up and no problem

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

[One or more binary attachments are retained only in the source text.]

529. Re: Portfolio Backlight Info

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370F0878.785D379E@ping.be>
Source record: 81102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech.alt.atari
Body handling: Binary attachment payload not displayed: dipching.vcf

Steve Stupple a *crit :

> Hi
>
> I came across, or heard, of a modification that illuminates the
> Portfolios screen, does anyone have the link or the info for it as I
> seem to have lost it!

Yes, I saw that at the latest Neuss show ... was great ... I must have
the information somewhere ... if I find it I will post here.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

[One or more binary attachments are retained only in the source text.]

530. Re: Portfolio Backlight Info

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <370F0B4E.8B9C9C63@ping.be>
Source record: 81103
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech.alt.atari
Body handling: Binary attachment payload not displayed: dipching.vcf

Steve Stupple a *crit :

> Hi
>
> I came across, or heard, of a modification that illuminates the
> Portfolios screen, does anyone have the link or the info for it as I
> seem to have lost it!

Found it ! The best address is surely:
http://home.t-online.de/home/stefan.kaechele/serviceg.htm

Jo

>
>

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

[One or more binary attachments are retained only in the source text.]

531. Dutch Atari mailing list

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7emuhi$1g5$1@news2.xs4all.nl>
Source record: 81104

```
When you want to talk about Atari computers in DUTCH
send a empty message (also no subject) to

atari-nederland-subscribe@egroups.com

or look at

http://www.egroups.com/list/atari-nederland

Nederlandstaligen, babbel mee!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

532. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7en4cf$766$1@nnrp1.dejanews.com>
Source record: 81105

In article <7ej6uc$7k5$3@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> joska@nuts.edu wrote:
>
> > before I spend DEM150 on CD Recorder Pro and DEM700 on a CD-R...
>
> Btw. I downloaded the demo (again) today, but while it worked fine under
> TOS and MagiC this time it couldn't load it's modules under MiNT. Has
> anybody tried CD-Recorder Pro under MiNT/N.AES?

In case you are on Minix FS partition -- did you try to set the x bits for the modules?

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

533. Re: ST in pc case?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7en5l4rqq1@roch.zetnet.co.uk>
Source record: 81106

On 10 Apr 1999 04:02:07, MadCat13 wrote:
>I know that people have done this. I would like to, but first I want to
>hear from some people who have done it.
>
>Any info or thoughts appreciated.

I've got my Falcon in a PC case......From personal experience I'd suggest getting a big old desktop case from the 286 era cos their motherboards were huge and you'll be able to fit the ATari M/B in there or else get a tower and cust some of the 5.25" bays webs to get your M/B in....email me for more details..

chrisc

534. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <01be8334$ff95d4a0$0de664c3@mclaren>
Source record: 81107

Mickey Johnson <mickster@geneseo.net> skrev i inl�gg
<7emh2kkvr1@news3.infoave.net>...
> I am looking for a snowman movie demo. It had animation of
> a snowman movie and piano music playing in the background.
> If anyone knows where it can be downloaded from I would greatly
> appreciate it.
>
> mickster

Yes, its a great and absolutely wonderful demo. I have put it on
the web and its just to download it !

http://apollo.rsn.hk-r.se/~slangen/snowman.zip

Enjoy it !

/Slangen

535. MiNTsetter now has a page.

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Katherine Ellis <kellis@leading.net>
Message-ID: <Pine.BSI.4.05L.9904100549130.7090-100000@users.southeast.net>
Source record: 81108

```
Screenshot, explanation etc.

check it out at:

http://users.leading.net/~kellis/mintsetter/index.html

Thanks

-------------------------------------------
/
MiNT Is Now TOS, let's move on, shall we? /
/
-----------------------------------------
```

536. Re: Transfer files via Z-modem ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <370e6ec8.71255793@news.jax.bellsouth.net>
Source record: 81109

On 9 Apr 1999 19:10:49 GMT, "Henrik Johannisson"
<vinco@ebox.tninet.se> wrote:

>Hi !
>
>I've recently tried to send files between the Atari and PC using Z-modem
>protocol
>(and others also) but I haven't had any success.
>
>On Atari I use FreezeDried Terminal and on the PC I use Telix or
>that Hyperterminal which is included in Win95. I use a normal
>null-modem-cable and nothing works. When I try to do such
>simple things as sending one character at a time or a simple
>text-file I get, in best case, a totally messed up result. Often
>nothing happends at all. The serial circuits seems to be okay
>since they are able to send and receive but you'll never know.
>Yes, I have the same setup on both machines.. Tried all speeds,
>all sort of setups from 5E1 to 8N1 but nothing works. Nothing...
>
>Has anyone else managed to get any descent contact betwenn
>Hyperterminal and FreezeDried ?
>
>Thanks !
>
>/Slangen
>
>
>

Haven't tried it with Hypertermainal, but used Procomm for Windows and
Flash 1.6 and got it to work before, you might need one of the bug
fixes that locks the RTS/CTS Signal so your running a high speed.
Used it to move alot of my Atari data to my PC, sort it out and burn
into a backup CDR of my Atari files. Much safer than contining to
loose my Atari files I've been colecting for about 10 years now.

So, might be a bug fix for RTS/CTS which applies to your version of
TOS. Let us know which version of TOS, etc your using and perhaps
we can help more.

Mike

537. Re: NI (Need Information) GTS-100 external disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: mharvey5@bellsouth.net
Message-ID: <370e6f71.71425258@news.jax.bellsouth.net>
Source record: 81110

On Fri, 09 Apr 1999 14:36:23 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:

>Found an external disk drive at a second hand electronics store called
>a GTS-100. It's in a black case, and has a digital counter on the front
>of it.
>
> Is this a fancy 720K drive, or (hopefully) a high density drive?
>
> If it was a high density drive.. could a 520 ST with Tos 2.06 handle
>it?
>
> Thanks,
>
> Doctor Clu
>
>--
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

Got one on my System, they were made I believe by GTS which made alot
of better Atari 8 bit and latter ST floppy drives.
It's only a 720K drive, but mine is much quieter writing and reading
from than my old now trashed SF-314 drive.

Mike Harvey
Orange Park, FL

538. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <370F239F.ABA212F7@studio9.demon.co.uk>
Source record: 81111

> The
> proprietary connector used on the Atari will probably be difficult to
> find though.
>

bizarely enough, the 13 pin DIN monitor socket is easily available in the UK from Maplin Electronics www.maplin.co.uk, it's even listed in the catalogue as "Atari ST monitor plug'!

jim

539. Re: #INCREDIBILE NON CI CREDEVO!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <370F2495.20AC2968@studio9.demon.co.uk>
Source record: 81112

you're an asshole then aren't you? I cleared out my inbox the other day (netscape, sorry guys) which was taking up 200Mb on my HD (bloatware city), it took my 2.5 hrs and 600 of the messages I deleted were spam

I know you'll never read this, and that's the point ... asshole

your@email.com wrote:

> Hi! I posted this using an unregistered copy of Newsgroup AutoPoster 95!
> You can download your own copy for FREE from: http://www.autoposter.cc
> or just click this line: http://www.autoposter.cc/files/news200.exe
> ---
> NON E' UNA TRUFFA:ESISTE LA POSSIBILITA' DI ARRICCHIRTI CON SEMPLICISSIMO
> SCAMBIO DI MESSAGGI VIA RETE!!
> Rasmus Lino ï¿½ un ragazzo danese che ha incassato in 5 mesi la bella
> cifra di 64.700.000.000ï¿½ !!!!!!!!!!
> Una notizia del genere non passa inosservata!!!!se vuoi sapere come ha fatto
> questo simpatico giovanotto ad arricchirsi cosi in fretta eccoti la
> spiegazione, ma prima di tutto sappi :
> Non mi interessa stare qui a convincerti sulla bontï¿½ o meno di questo
> metodo.
> IO APPENA LO PRESO HO DECISO DI PROVARCI !!
> Questa catena si differenzia dalle altre per la sua potenzialitï¿½ di guadagno
> con un ingresso pari al costo di DIECI CAFFE'.
> STAMPA SUBITO QUESTO MESSAGGIO :Ti servirï¿½ in futuro.
> Tutto ciï¿½ che ti serve sono :
> -6 banconote da 2.000 lire
> -6 francobolli per lettera.
> CHE COSA HAI DA PERDERE ? Telo dico io N-I-E-N-T-E.Sarebbe da stupidi non
> provarci !!
> ED ORA ECCO COME PARTECIPARE:
>
> 1ï¿½PASSO:
> Prendi 6 fogli di carta separati e scrivi ciï¿½ che segue :
> HO PARTECIPATO ANCH'IO.
> HO ALLEGATO 2.000 LIRE.
> BEVI UN CAFFE' ALLA MIA SALUTE.
> Ora prendi le banconote da 2.000 Lire e mettine una in ognuno dei fogli di
> carta che hai preparato prima, opportunamente piegati in modo da non
> rendere visibile la banconota dall' esterno (per evitare accidentali furti).
>
> 2ï¿½ PASSO:
> Inserisci il foglio con la banconota da 2.000 lire in una busta e chiudila
> (fai lo stesso con gli altri 5 fogli).
> Se non lo farai le tue possibilitï¿½ di guadagno si ridurrebbero moltissimo.

> Ciï¿½ che stai facendo ï¿½ OFFRIRE 6 CAFFE' : PER QUESTO E' ASSOLUTAMENTE LEGALE
> !!!
>
> 3ï¿½PASSO:
> Spedisci le 6 buste ai seguenti indirizzi:
>
> #1 R. Biancofiore
> Via Gaet. Grassi, 8/3
> 74015 Martina Franca (TA)
>
> #2 S. Carpina
> Via Friuli, 5
> 56124 Pisa
>
> #3 Marta Carletti
> Via Marcelletta, 13
> 60027 Osimo (AN)
>
> #4 Giulio Debbia
> Via Tirelli,
> 41040 Corlo (MO)
>
> #5 F.Giovanetti
> Via Batezzate, 127
> 41040 Formigine (Mo)
>
> #6 G.Smiriglia
> Via Strada 31, nï¿½7
> 87010 Terranova da Sibari (Cs) (Italy)
>
> 4ï¿½ PASSO:
> Ora cancella il nominativo #1 dalla lista che vedi sopra, e sposta in alto
> gli altri nominativi (il #6 diventa #5 il, #5 diventa #4 ecc.) e aggiungi li
> tuo nominativo come #6 nella lista.
>
> 5ï¿½ PASSO:
> Spedisci questo messaggio ricordando di inserire il tuo nome al #6 ad almeno
> 200 newsgroup(ce ne sono almeno 50.000 !!!!). Te ne bastano 200, e perchï¿½
> no, invia anche ad amici che hai in chat, ma ricorda piï¿½ mail spedisci piï¿½
> ti arrivano soldi!!!!
> ORA IL DISCORSO SI FA INTERESSANTE
> Di 200 contatti con diversi newsgroup, ipotizziamo pessimisticamente che tu
> riceva solo 5 adesioni. Quindi con il tuo nome al #6 posto su ogni messaggio
> ricevi in tutto 10.000 lire.
> Ogni persona che ti ha spedito 2.000 lire spedisce anche lei 200 messaggi ad
> altrettanti newsgroup, ciascuna con il tuo nome al #5 posto, supponendo che
> anche loro ricevano 5 adesioni,questa fase porta altre 50.000 lire a te.
> Queste 25 persone fanno almeno 200 messaggi con il tuo nome al #4 posto e
> nelle medesime sfortunate persone solo 5 persone aderiscono questo ti porta
> altre 250.000 lire.

> ora queste 125 persone continuano con la medesima procedura (il tuo
> nominativo ora ï¿½ al #3 posto) ancora solo 5 adesioni ciï¿½ porta altre 625
> persone e quindi 1.250.000 lire a te!!!
> ORA ARRIVA LA PARTE PIU' INTERESSANTE :
> Queste 625 persone spediscono 200 messaggi con il tuo nominativo al 2ï¿½ posto
> questo ti porta altre 6.250.000 lire!!!!
> Infine queste 3125 persone scrivono 200 messaggi con il tu nome al #1 posto
> e riceverai come prima 5 adesioni questo ti porta 31.250.000 lire !!!
> tutto con un investimento iniziale di solo 12.000 lire
> e tutto ciï¿½ ipotizzando solo 5 adesioni che ï¿½ davvero un numero molto basso
> di solito sono 20-30 ;ora eccoti una media con 15 adesioni
> al posto#6 30.000 lire
> al posto #5 450.000 lire
> al posto #4 6.750.000 lire
> al posto #3 101.250.000 lire
> al posto #2 1.518.750.000 lire
> al posto #1 22.781.750.000 lire
> ==========
> TOTALE 23.008.480.000 LIRE INCREDIBILE!!!!!!!!!!!!!!
> Senza sperare in tanta grazia . perchï¿½ non provate a vedere se funziona??
> questa catena conviene a me, a te, e a tutti quelli che leggono : in pratica
> tutti ci arricchiremo con sole 12.000 lire , 6 francobolli, E SENZA RECARE
> DANNO A NESSUNO .
> ORA STA A TE DECIDERE !!!
> (ma credo che tu l'abbia giï¿½ fatto)
> il meccanismo ï¿½ chiaro i ragionamenti sopra riportati sono ineccepibili!!!
> Che cosa sono poi 12.000 lire ?? Sicuramente ti divertirai e avrai di sicuro
> molta piï¿½ possibilitï¿½ di fare soldi rispetto agli sconvenientissimi giochi
> statali.
> poi non serve fortuna perchï¿½ ï¿½ un gioco puramente statistico
>
> Ma ricorda : se vuoi che tutto funzioni devi essere ONESTO (anche perchï¿½ ce
> n'ï¿½ per tutti !!! cambiare le modalitï¿½ porterebbe danno a te e agli altri
>
> seguono due lettere per raccontarti di se che hanno provato:
>
> ....un giorno navigando leggo questo messaggio provo e dopo 4 settimane non
> mi ricordavo piï¿½ del gioco fin quando arrivarono le prime buste e manmano le
> altre.era incredibile posso dire di avere guadagnato sicuramente 60.000.000
> lire . adesso possiedo una nuova macchina e quest'estate sono stato in
> vacanza in Australia wow !!!
> Sono un ragazzo di 24 anni e 2 mesi fa ero un po' accorto di soldi e
> essendo un appassionato di comp. mi imbattei in questa lettera che diceva
> vuoi vincere tanti soldi?? perchï¿½ non provare ..
> .. e adesso ho un computer nuovissimo e mi avanzano ancora tanti soldi.
>
> PROVA E VEDRAI COME IL TUO PORTAFOGLIO SI GONFIA

540. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <9t7dDY7s8ebB-pn2-34UU4655luxM@dialup281.brussels2.skynet.be>
Source record: 81113

On Sat, 10 Apr 1999 03:40:43, "Mickey Johnson" <mickster@geneseo.net> wrote:

> I am looking for a snowman movie demo. It had animation of
> a snowman movie and piano music playing in the background.
> If anyone knows where it can be downloaded from I would greatly
> appreciate it.

does anyone know who made the full music it's sampled from ?

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
"don't take your brain for granted ... it's the best friend you'll ever have."
lisa simpson

541. Re: CD-recording

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ende5sas1@snipp.uninett.no>
Source record: 81114

reschke@muenster.de wrote:

>> Btw. I downloaded the demo (again) today, but while it worked fine under
>> TOS and MagiC this time it couldn't load it's modules under MiNT. Has
>> anybody tried CD-Recorder Pro under MiNT/N.AES?

> In case you are on Minix FS partition -- did you try to set the x bits for the
> modules?

It's on a plain TOS-partition (not even VFAT). Yesterday I tried it again
under MagiC6 (it seems to boot every now and then) and I got bus-errors
everytime I tried to start CDRecorder. Perhaps it's just my Falcon, I
haven't tested this version on my TT yet.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

542. DIY extra MIDI port for the ST...how to?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7enf2m$tr3$1@news4.svr.pol.co.uk>
Source record: 81115

A few years back there was a DIY project that plugged into the ST's printer port (I think) and gave a second, independent MIDI out.

If anyone's got details of this, I'd like to try it...

thx in advance

543. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7enf3lshf1@snipp.uninett.no>
Source record: 81116

Jo Even Skarstein <joska@nvg.ntnu.no> wrote:

> This will probably surprise a few, but... Today I finally managed to get
> MagiC6 working on my Falcon/Afterburner/Nova, and I have to say that I'm
> *very* impressed with the speed of the AES! It really flies, or to be more

What's the point in having a fast AES when the %$$%&#$ "OS" writes it's
boot-log to random sectors on my boot-drive? After having tested MagiC6
again today I tried to boot MiNT. Strange, it doesn't work... Booting into
TOS and checks the disk. Looks OK, but when I check mint.cnf I only see a
bunch of boot-messages... Searching the disk for more of these I discover
that the following files has been destroyed by MagiC6:

mint.cnf
n_aes.sys (luckily I use n_aes030.sys)
nova_col.acx
everything in c:\multitos\slb\

Fortunately none of these files has changed since my last backup, it could
have been a lot worse. MagiC6 has now been entirely deleted from my
Falcon, I'm not taking any chances from now on.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

544. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7enge3jue1@news.campuscwix.net>
Source record: 81117

```
On 9 Apr 1999 12:32:04 -, Pat & Anna wrote:
->on Thursday 08-04-1999 08:23, Derryck Croker wrote:
->Re: Okami
->>The reports that I read made setting it up look tricky - and since I'm
->>usually a lazy so-and-so ;-)) I've decided to keep life as easy as
->>possible! :-))
->
->I'm still waiting form Ron to have the time to give Okami setup a try then
->report back here what I truly believe; with a small bit of help, setting
->up Okami is barely an evening's effort.
->
-> Pat
->
->--
-> Pat & Anna Morales
-> <PATnANNA@ford-trucks.com>
-> ~~*~~
-> "Verbosity leads to unclear, inarticulate things." -- Dan Quayle
->.

Hey Pat. Sorry I've not been able to have a go at it yet. I'm pulling this
weekend (work - 12 hour shifts - midnights), so how about I give it a shot
say on Tuesday or so? (thats my next day off). I'll let you know how it
turns out then... ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

545. wtb tt-ram card

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <9t7dDY7s8ebB-pn2-PZNbW2BwkopT@localhost>
Source record: 81118

looking for a tt-ram card allowing at least 8mb of tt-ram. make an offer. i'm in belgium.

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
"don't take your brain for granted ... it's the best friend you'll ever have."
lisa simpson

546. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <dcvho9ANa1D3EwvK@steverosie.demon.co.uk>
Source record: 81119

In article <9t7dDY7s8ebB-pn2-34UU4655luxM@dialup281.brussels2.skynet.be>
, ethhoack ethandphi exbeess <ethh@enemy.org> writes
>
>does anyone know who made the full music it's sampled from ?
>

Do you mean the person who sang it, Aledd Jones!

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

547. Re: STING vs IConnect was Re: Telstar by Pe

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904101055430.28336-100000@moose.erie.net>
Source record: 81120

What do you need to do to "fine tune" STing? My understanding was
that the packet size, etc. was negotiated with the ISP when the PPP
connection is made. I've tried resetting the packet size once and it
didn't seem to make any difference. Exactly how should I go about setting
STing up for maximum speed?

548. Re: ST in pc case?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDKFAFCPUP@data.rhein-main.de>
Source record: 81121
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <370ECDAD.534E3EB7@bellsouth.net> MadCat13 wrote:

>I know that people have done this. I would like to, but first I want to
>hear from some people who have done it.

Atari -> TowerCase

DOITF030

www.atari-computer.de/doitarchive/index.htm
www.rhein-main.de/people/robert/index.htm

Regards, Robert

--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

549. Re: IRC and Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7entkq$972@nnrp3.farm.idt.net>
Source record: 81122

On 9 Apr 1999 05:30:18 G, Phantomm wrote:
>Have been doing a bit of IRC server jumping for awhile now and notice
>that there doesn't seem to be alot of Atari folks using the #Atari
>channel in North America. Either that or I haven't found where
>everyones hanging out yet. ;)
>*****snip*****
>*****snip*****
>Also, I think there was quite a large following of Atari on Online
>services like Genie and etc. Is there much happening with Atari
>users on Genie, Compuserve and etc, or are these days long gone?

Genie is still there but slow, good information is available still
and much help about getting on the internet.

>And is it possible to access services like Genie over the internet
>using Atari hardware/software?

Genie is working on getting their Internet version on line. I have
been browsing what is available and it is pretty :~). RT's at this
time are not active but the pages are there and you do need a
login and password to access.

Frank Lawrence
USA - OK

550. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: felice@atari.org
Message-ID: <370f7c4b.7483400@news.zetnet.co.uk>
Source record: 81123

Hiya .....

On 6 Apr 1999 21:38:42 GMT, publish@cix.co.uk (Mike Kerslake) wrote:

>On 6 Apr 1999 10:52:20 G, Tony Greenwood wrote:
>
>>At last......Bye Bye! :)
>
>Yawn.....
>
>
>Mike Kerslake
>
>--
>Business Tip of the Day:
>Invest in the Lancashire Glass House Company - They're going to get a
>lot of new business soon.
>
>

Come on guys, take this hint .....

'Why do we fight amongst ourselves ? If we have energy to spend, let's
spend it against those who have reduced us to this.'

Felice/Maggie Team Inc

551. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <I3LP2.390$Ge3.403@news.flash.net>
Source record: 81124

On 10 Apr 1999 01:19:49 , Steve Hammond wrote:
>On 9 Apr 1999 22:37:40 G, Paul Nurminen wrote:
>> I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and
>> am having
>> problems with Ebay.

[snip]

>Which OVL are you using to connect CAB with the outside world? This
>could be a communication problem, not an internal problem with CAB.
>If
>you don't have it, download Dan Ackerman's latest CAB.OVL (ver
>1.3101)
>and give it a try. If you still have problems - contact Dan and I am
>sure he will take a look and let you know if it is an OVL problem or
>a
>problem within CAB. My experience, so far, with sending passwords is
>that the problems are more communication interface (ie. CAB.OVL)
>problems rather than problems with CAB itself.

I've personally had problems all along with every CAB.OVL with passwords and authentication, especially with my University's web site for checking grades and student info. When accessing it, it causes CAB to bring up an authentication "box" (a small separate window asking for input). However, instead of displaying the correct site-specified statement in the box (for this particular site, you are supposed to be given a number, which you must enter after your student ID), CAB displays its own pre-written statement (which I saw in CAB's RSC file). This makes it effectively impossible to access my grades and student information. I don't know if this is a CAB problem or a CAB.OVL problem. I am using OVL 1.3101 and CAB 2.7 demo. Any ideas?

Mike Freeman
nameerf@flash.net

552. snowman demo on an emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7env9dird1@news3.infoave.net>
Source record: 81125

Ok, thanks to this group I was able to download
the snowman demo. I was unable to run it with
either winston or pacifc emulator. This doesn't
surprise me since this was quite a demo for
the st in its time. I can get the video to work
in winston and pacific, but no audio. If anyone
else has been able to get this to work please
post to this group I would greatly appreciate it.
I must say though that I am very happy with the
quality of the winston emulator. Its given me
a chance to relive those 16 bit days of the past
on my current computer.

mickster

553. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <370f151c1801020@lvdi.net>
Source record: 81126

On Sat 10-04-1999 01:19, Steve Hammond scribbled:

>On 9 Apr 1999 22:37:40 G, Paul Nurminen wrote:
>> I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and am having
>> problems with Ebay.
>>
>Which OVL are you using to connect CAB with the outside world? This
>could be a communication problem, not an internal problem with CAB. If
>you don't have it, download Dan Ackerman's latest CAB.OVL (ver 1.3101)
>and give it a try.

<ahem>
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch
to an 8-bit operating system originally coded for a 4-bit micro-processor,
written by a 2-bit company that can't stand 1 bit of competition.

554. Re: Price for an Atari STFM?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7eo2iq$vf3$1@roch.zetnet.co.uk>
Source record: 81127

On 9 Apr 1999 15:12:19 -, "Trevor H." wrote:
>How much should one pay for an Atari STFM with an SM124 monitor and a mouse?

Around 50 ukp in the UK, $60 if you are in the states. If the STFM has
memory expansions you could pay a little more.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

555. Website updated!

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7eo2uqvgb2@roch.zetnet.co.uk>
Source record: 81128

Hi all!

Just thought I'd let you know that I've updated my new website today. I've put two new files in the download section.

The new files are Demos from the recent Error In Line 1999 party. The first is Alive by FUN. It's a Falcon demo which was second in the Falcon Demos section of the competition. When I ran it the first time, the graphics made me go "Wow!" so I thought it was a good addition to the site.

The second is Breath by Mystic Bytes. This demo was second in the ST Demos competition (the winners of both the Falcon and ST compo's aren't yet available), and as it also runs on the Falcon as well as the ST, and shows good effects, this one is on too.

You can get to the downloads screen directly, by going to:

http://www.users.zetnet.co.uk/jfhaslam/download.htm

Cheers!

James

```
+----------------------------------------+------------------------------+
| James F. Haslam | |
| | Atari Falcon 030 14Mb MagiC 6 |
| Email: jfhaslam@zetnet.co.uk | |
| | Cheshunt Computer Club member |
| Website: | |
| http://www.users.zetnet.co.uk/jfhaslam/ | Yes, Ataris CAN surf the Web! |
| | |
+----------------------------------------+------------------------------+
```

556. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <370f2ec46d5450@ford-trucks.com>
Source record: 81129

on Saturday 10-04-1999 12:33, Ronald J. Hall wrote:

> Hey Pat. Sorry I've not been able to have a go at it yet.

No apology necessary. I wasn't complaining about you not having time to do the setup; just acknowledging it. *When* you have time, I'm looking forward to your report.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
"Portable": Survives system reboot.

557. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: shammond@loop.com
Message-ID: <yPNP2.253$Fu5.47132@news2.randori.com>
Source record: 81130

On 10 Apr 1999 09:22:42 , Terry May wrote:
> On Sat 10-04-1999 01:19, Steve Hammond scribbled:
>
> >On 9 Apr 1999 22:37:40 G, Paul Nurminen wrote:
> >> I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and am having
> >> problems with Ebay.
> >>
> >Which OVL are you using to connect CAB with the outside world? This
> >could be a communication problem, not an internal problem with CAB. If
> >you don't have it, download Dan Ackerman's latest CAB.OVL (ver 1.3101)
> >and give it a try.

Terry, I sent Paul an email as I am using STiK with the CAB 2.7 demo and
CAB.OVL and don't have any problems with EBAY.

Steve

558. FA: Atari SM124 Monitor for ST 16-bit system

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7eo8vp$oj5$1@birch.prod.itd.earthlink.net>
Source record: 81131

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=89006467

Auction Ends on: 04/16/99 at 14:48:09 PDT

559. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <54813724_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 81132

In article <3711643f.43009542@news.freeserve.co.uk>
webdesign@accrington-web.co.uk (Tony Greenwood) wrote:-

>Well thats it...NO MORE MR NICE GUY! from me...

Ohhhh For god's sake, GET A LIFE!!!!!!!!!

Wht do'nt you go write a game or sommat,?? Then we can go back to thinking
what a great chap you are.

Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it
---

560. 520st power pinouts?

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: we3boemans@aol.com
Message-ID: <19990410175647.04128.00001806@ng-fi1.aol.com>
Source record: 81133

Hello,

I just came accross a 520st console w/o power supply. Can someone direct me to a source for the power pinouts? I'd like to adapt something for it.

Thanks

Tom

561. Atarians of America Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <370FBD60.34DF@geocities.com>
Source record: 81134

Previously...

It's a pity you only want Americans.

Is it that most Americans seem to believe that

World - America = Zero?

Regards, Erhard

@>-->--------------

Wow... did it just get colder in here. Oh, just my apartment's air conditioner kicking in.. good. ;)

Actually your equation is only partially right. In the case of Atari it would be more like....

World - Germany<>Europe = Zero

Atari got a great start in America. In time due to unique circumstances and markets opening and varying prices throughout the world, the Atari ST would find a home in Europe and become a common computer while back in America it would be found that Intel machines would become standard with Macintosh making a distant second in such a brutal market.

I am inspired by how Atari carried on in Poland, Germany, Scotland, Britian, etc. I thought Atari was long gone, and I am pleased to see so many people using such a cool computer.
I am dedicating myself to finding Atarians in America, because that is where I live. I'm asking newsgroups, soon BBS's, and even checking one unique resource.. the E-bay. (And I'm always open to other suggestions.)

Don't know what country you are from, but why don't you move forth to blanket YOUR country with Atari fandom! The world's a big place, and I could certainly use help. :)

Your fellow Atarian,

Doctor Clu

TO ALL...

Got a lot of great response from Americans and Canadians alike. I would love to hear from some in South America at this point.
If you are well versed in spanish, french, or portugese, please send this invite to others in Canada and South America.

And if you are in other parts of the world and would like to see this done for your country, I could always use representatives to talk to to forward addresses to. Like I said, help would be wonderful!

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `(N
Combining a Fun Desktop With an Exciting Data Assistant \
=

562. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7eoi7p$ip7$1@athena.netset.com>
Source record: 81135

In article <I3LP2.390$Ge3.403@news.flash.net>,
Michael and Nicole Freeman <nameerf@flash.net> wrote:
>
>I've personally had problems all along with every CAB.OVL with
>passwords and authentication, especially with my University's web
>site for checking grades and student info. When accessing it, it
>causes CAB to bring up an authentication "box" (a small separate
>window asking for input). However, instead of displaying the correct
>site-specified statement in the box (for this particular site, you
>are supposed to be given a number, which you must enter after your
>student ID), CAB displays its own pre-written statement (which I saw
>in CAB's RSC file). This makes it effectively impossible to access my
>grades and student information. I don't know if this is a CAB problem
>or a CAB.OVL problem. I am using OVL 1.3101 and CAB 2.7 demo. Any
>ideas?

Hmmm... Not really certain how to sort this out right off the top
of my head. If you want to email me the site I can see if I can work
something out. The problem is that with the interface the OVL uses there
is litle that it can do with GEM other than telling CAB what to do.

If I understand you correctly when your site asks for
authentication, it also sends along extra information that you nee to use
with the authentication?

Dan Ackerman
aka baldrick@netset.com
http://www.netset.com/~baldrick/

563. calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7eojeh$893$2@nnrp03.primenet.com>
Source record: 81136

If anyone knows why my falcon will not run with calamus 98 in 256 colors or true color then please email me. ive installed falcon8 and all it does is give me 2 bombs when booting into desktop from x boot. If anyone knows this problem please help.

gene

564. Re: CAB 2.7 & Ebay...

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7eoj4k$gq3@enews3.newsguy.com>
Source record: 81137

On 10 Apr 1999 01:19:49 , Steve Hammond wrote:

>On 9 Apr 1999 22:37:40 G, Paul Nurminen wrote:
>> I'm using CAB 2.7c / OVL 1.3101 / STinG 1.15 under MagiC 5.11 and am having
>> problems with Ebay.

>Which OVL are you using to connect CAB with the outside world? This
>could be a communication problem, not an internal problem with CAB. If
>you don't have it, download Dan Ackerman's latest CAB.OVL (ver 1.3101)
>and give it a try. If you still have problems - contact Dan and I am
>sure he will take a look and let you know if it is an OVL problem or a
>problem within CAB. My experience, so far, with sending passwords is
>that the problems are more communication interface (ie. CAB.OVL)
>problems rather than problems with CAB itself.

Well, you will notice if you look closely [at the part of my original post you quoted] that I did say I was using OVL 1.3101. ;^) <doh!>

But thanks for the tip just the same!

Anyway, I seem to have gotten it working now. I went through the registration page again (eBay told me I was already registered), I told it to re-send my "confirmation number" (eBay told me it wasn't necessary since I was already registered), so I decided to try [again!] changing my password - I had tried that before several times but it didn't work.

And the one other thing I did differently: When I had logged onto eBay before, I was using my secondary "free" ISP (SLIP connection with STinG). When I did all of this tonight, I was using my normal "pay for use" ISP (PPP connection using STinG).

Anyway, eBay finally allowed me to change the password (even though I simply used the one I was using before), and told me that it was changed and accepted - something which never came up in my previous attempts.

Bottom line is that it appears to be working fine now. I think it might have something to do with the "free" [SLIP] ISP not getting along with eBay since I've had other strange problems with sites in the past using this ISP...

Anyway, thanks!

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

```
* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!
```

565. !!!! WARNING -ericdan1@gte.net possible fraud.!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <37100694@news.inil.com>
Source record: 81138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'

I have contacted him stating i wanted it, sent the payment, and after making several attempts to verify payment received, he had not responded nor did I recieve the package.

I've stated my piece, awaiting replies...

Rory

566. Atari downloads

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <370FDABB.7045CEAF@jps.net>
Source record: 81139

I'm interested in MinT and Linux 68K, but have no unix experience and don't know where to look for current distributions and setup instructions.

What is the URL for your site?

Thanks,

John

567. Re: NI (Need Information) GTS-100 external disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <370FE246.17DFCD09@jps.net>
Source record: 81140

Hi,

GTS 100 was on of the first 720k drives for the ST. The digital readout is remeniscent of the Indus GT drive for the 8 bit Atari. For any ST model computer to use a HD drive, you must run a line from the 16MHz clock to the floppy controller. This is usually switched via the HD detect switch on the drive. HD drive kits available commercially usually handle this.

John

Doctor Clu wrote:
>
> Found an external disk drive at a second hand electronics store called
> a GTS-100. It's in a black case, and has a digital counter on the front
> of it.
>
> Is this a fancy 720K drive, or (hopefully) a high density drive?
>
> If it was a high density drive.. could a 520 ST with Tos 2.06 handle
> it?
>
> Thanks,
>
> Doctor Clu
>
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

568. atari disk to mac/pc

Newsgroup: comp.sys.atari.st
Date: 1999-04-10 00:00:00 UTC
From: Bill Meikle <bmeikle@mountain-inter.net>
Message-ID: <01be83d3$4df82a00$0cc8f4cc@m45168.directpc.net>
Source record: 81141

Hi:

I've got a book I wrote a few years ago on my atari that I need to
get onto my mac or pc.

How do I do this? I used word perfect...

Thanks...

569. REQ:Band in a box new styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7er54jhln1@news8.svr.pol.co.uk>
Source record: 80945

Will some kind soul please post any new styles for me.

I,m using an ATARI
Cheers RAS

570. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7er557$5c1$1@news.inet.tele.dk>
Source record: 80946

>From: webdesign@accrington-web.co.uk (Tony Greenwood)

- Ponk -

that was my killfilter
cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

571. Re: MEGA ATARI USER LIST APRIL 11, 19

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7er5i0$it3$1@news7.svr.pol.co.uk>
Source record: 80947

>On 11 Apr 1999 12:42:28 , Paul Irvine / Duty Charter wrote:

>Seriously tho, I wonder how many Atarians there are UK wise?
>
>Would it be worth a UK list?
>--
>Paul..
>
>* Duty Charter *
>
>ICQ No: 105793

An excellent idea ,

New web surfing atarians could be directed to there nearest fellow user , messages that are of worth to the entire atari community could be sent to list members , (stafford show etc) , local software exchange groups could set up etc ...

Am all for it!

Paul Mac

572. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371128981568fb0@smok.krakus.top.pl>
Source record: 80948

On Sun 11-04-1999 08:38 (GMT) Derryck Croker wrote:

>Sounds like it's worth a look. ITMT I've returned to NEWSie, simply because
>I already have an archive of messages that I'm loath to have split over
>several newsreaders. It would be nice to have a "local" newsgroup that could
>be accessed by any reader!

It is possible to import all archive of messages from NEWSie into OKAMI.
To do this, one needs to copy all NNNNNN.TXT files from NEWSie into
proper directory of OKAMI database and then make import operation, but
(important!) *in UUCP mode*.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

573. Re: Videl Inside (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: drojo@email.utmb.edu
Message-ID: <7er75tltk1@allele.utmb.edu>
Source record: 80949

On 11 Apr 1999 18:39:41 , John Garone wrote:
>1---Has anyone out there used Videl Inside (VI_2_04, ver. 2.04, 1997)
>on a C-LAB Falcon MKI or similer?

I use it on my C-Lab MKX.

>2---If so, have you had a hard disk write problem arise after
>installing Videl? My seagate locks up (light stays on when saving a
>file and must be re-booted manually which, of course causes numerous bad
>files and possible damage!!!

I get problems only when the video is set for high resolution with a
lot of colors and is not a VI problem but that the data bus of the falcon
is clogged with the video information and then some odd bug on the DMA
shows up... the solution is not to use that massive resolutions or get
an accelerator like Nemesis or Centurbo.

regards.

Daniel

////////////////////////////*****\\
Daniel R Rojo . \|/ . C-Lab Falcon MKX
Department of Physiology . --*-- . M68030/M68882 @ 16Mhz
UTMB, Galveston, Texas. . /|\ . MAGIC 6.01

"And you shall know the truth,
and the truth shall make you free" John 8:32
*****////////////////////////////////

574. Re: Transfer files via Z-modem ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Henrik Johannisson <vinco@ebox.tninet.se>
Message-ID: <01be846c$121bd1a0$01e664c3@mclaren>
Source record: 80950

Mike Harvey <mharvey5@bellsouth.net> skrev i inl�gg
<370e6ec8.71255793@news.jax.bellsouth.net>...
> On 9 Apr 1999 19:10:49 GMT, "Henrik Johannisson"
> <vinco@ebox.tninet.se> wrote:

> >I've recently tried to send files between the Atari and PC using Z-modem
> >protocol
> >(and others also) but I haven't had any success.
> >Has anyone else managed to get any descent contact betwenn
> >Hyperterminal and FreezeDried ?

> Haven't tried it with Hypertermainal, but used Procomm for Windows and
> Flash 1.6 and got it to work before, you might need one of the bug
> fixes that locks the RTS/CTS Signal so your running a high speed.
> Used it to move alot of my Atari data to my PC, sort it out and burn
> into a backup CDR of my Atari files. Much safer than contining to
> loose my Atari files I've been colecting for about 10 years now.
>
> So, might be a bug fix for RTS/CTS which applies to your version of
> TOS. Let us know which version of TOS, etc your using and perhaps
> we can help more.
>
> Mike

Procomm one maybe should try out. Hmm that bug seems interresting.
My Atari is a STE (with Rainbow TOS 1985-1989). Embarrsing is that
I cant nowadays remember what TOS-version that is. For a couple of
years ago I could all versions inside and out, but you forget. Anyway,
I should try with Procomm and with that bugfixer (if its a bug in my
TOS-version i.e).
Can this bugfix be found at the common Atari-ftp-sites or ?

Thanks !!

/Vinco

575. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199904110611.a51070@kr.maus.de>
Source record: 80951

Hi Mickey!

MJ>I am looking for a snowman movie demo. It had animation of a snowman
MJ>movie and piano music playing in the background. If anyone knows where
MJ>it can be downloaded from I would greatly appreciate it.

I had it in my Atari adventcalendar last year...

Try this address:
http://www.atari-computer.de/xonline/xmas98/snowman.zip

Regards,
Jan

576. Re: Looking desperately for CREATOR w/DONGLE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3711747D.416F@geocities.com>
Source record: 80952

Have you tried "Systems For Tomorrow"?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

577. Re: You can make Mpeg video on ST!

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <370FDF81.AC28ECFD@ihug.co.nz>
Source record: 80995

Hi there,

guitarra@afn.org wrote:
> >
> I am making mpeg videos on my Falcon using Screen Eye and Apex
> media to capture the video,. Then I import the tga frames into Mpeg fever
> and make nice color Mpeg files.
>
> The 030 ttp Encoded does not work so I am using the ttp for 6800.
> The program is easy to use and it is at:

Glad you got it working! Does your Falcon have a 68882 math co-pro?

I vaguely remember something about MPGFEVER that says the '030 version
is compiled for machines -with- a float math chip...

I could be wrong, but if the 030 version crashes then that could be the
reason (ie...no float math chip)...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

578. Re: Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990410203912.20677.00001023@ng-cr1.aol.com>
Source record: 80996

hi,
if you are talking about ST files, then
could you give us some quality
copies of knightmare and captive both
by Crowther???? RPG ST , it lives.
thanks.
j.

579. ST blues...cant run it

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990410204538.20677.00001026@ng-cr1.aol.com>
Source record: 80997

hi,
dont flame me if I'm posting in the wrong spot. The problem is thusly
and thusly thus: Running Pacifist, running a lot of sts, but two in particular
won't run. Should I change the Tos files or whould that make things worse.
Advice would be great.
thanks.
lethor

580. Re: Pixart 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: drojo@email.utmb.edu
Message-ID: <7ep8eh$38u$1@allele.utmb.edu>
Source record: 80998

```
>The only thing I know about it is what I saw on Homa Systems House' web site,
>and it looks pretty good.
>
>Basically I need software that will allow me to work with original, scanned,
>and commercial pics (mostly GIF and JPG) for use on websites. I want
>something that will allow the use of NVDI/GDOS fonts (or it's own internal
>fonts?), as well as the usual graphics manipulation stuff.

Pixart is an excellent painting program... it can use NVDI for fonts
and printing. It's easy to use after a first "how to" stage, and
fairly quick.

>I've tried a demo of PhotoLine and Apex Media a while back, but those are more
>than I need. Is there a demo version of Pixart 4 availalbe anywhere?
>

Dunno... mail Homa Systems...

anyways, you can't be wrong with PIXART4...

>So, any information on Pixart 4 (or other graphics software -
>commercial/shareware/freeware) would be appreciated.

VISION is also good and fast including filter operation for graphics
retouching, but I don't know about its Font manipulation abilities...

Salu2!

Daniel

////////////////////////////*****\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
Daniel R Rojo . \|/ . C-Lab Falcon MKX
Department of Physiology . --*-- . M68030/M68882 @ 16Mhz
UTMB, Galveston, Texas. . /|\ . MAGIC 6.01
------------------------------------------------------------------------
"And you shall know the truth,
and the truth shall make you free" John 8:32
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\*****////////////////////////////////////
```

581. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq37f8.1cunzaa1xis7c2N@pm-d09.rhein-main.de>
Source record: 80999

> If anyone knows why my falcon will not run with calamus 98 in 256

Iï¿½m not sure, calamus will only work in 2 colors?

--
-=Home of DOIT-Archive=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
Email: robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

582. Update to Website

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7ephrl$1nt$1@irk.zetnet.co.uk>
Source record: 81000

Hi all,

Just updated my website again.Not much added this time just that I
have added a page on information on Zetnet.Also you can download a
Dial script that works with STiNG that can get you connected to
Zetnet.

Gordy.

E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

583. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37105401.5FA73C2C@cyberpeeps.freeserve.co.uk>
Source record: 81001
Cross-posted to: comp.sys.atari.advocacy,comp.sys,atari.8bit,comp.sys.atari.st

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

584. [Fwd: FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.]

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <37105605.938C4A56@cyberpeeps.freeserve.co.uk>
Source record: 81002
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

585. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7epn1u$fg0$1@news4.svr.pol.co.uk>
Source record: 81003

On 9 Apr 1999 22:53:28 +, "John Whalley" wrote:
>Derryck Croker wrote in message ...
>
>[Okami]
>>The reports that I read made setting it up look tricky - and since I'm

>There *is* an element of culture shock if you're used to using dialog boxes
>for everything, but it's worth the investment in time (IMHO, of course).

Sounds like it's worth a look. ITMT I've returned to NEWSie, simply because
I already have an archive of messages that I'm loath to have split over
several newsreaders. It would be nice to have a "local" newsgroup that could
be accessed by any reader!

Thanks for the feedback.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

586. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7epn20$fg0$2@news4.svr.pol.co.uk>
Source record: 81004

On 9 Apr 1999 20:40:18 G, Tony Greenwood wrote:
>
>>[FX] Mike goes away and does some retouching of next AC cover!

>>--
>>Business Tip of the Day:
>>Invest in the Lancashire Glass House Company - They're going to get a
>>lot of new business soon.
>>
>
>
>So ataricomputing@cix.co.uk posts a nice message about glass being
>shattered at my house (after asking if I have tape on my windows)

Have you never heard the saying "people in glass houses shouldn't throw
stones" ???

There's no threat in Mike's paraphrasing of this old saying!!!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

587. Re: Atari downloads

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37105d04a57060@holleman.demon.nl>
Source record: 81005

on Sat 10-04-99 16:11 John Kolak wrote:

>I'm interested in MinT and Linux 68K, but have no unix experience and
>don't know where to look for current distributions and setup
>instructions.
>
>What is the URL for your site?
>

Hi John,

as far as Mint is concerned, I gather you want to take the whole bunch.
You may start with the KGMD/KEMD distribution and upgrade that one, or try
the Mint-98 stuff.

KGMD stuff can be taken from ftp.funet.fi/pub/atari/mint/KGMD/

There are several servers with sections on Mint, like the 193.190.205.13
one, and one in Germany with the latest developments, I forgot which one.

Mint-98 is on CD's (AFAIK).

For Linux, you can do the Debian distribution.
Available from several servers, I used
ftp.nluug.nl/pub/os/Linux/distr/Debian/ mainly for speed reasons.

The Linux m68k FAQ at http://www.linux-m68k.org/faq/faq.html (big one!)

The installation guide at http://www.linux-m68k.org/debian-atari.html

HTH

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

588. Re: BetaDOS question (was Re: CD-record

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7epqu4$4fp$1@news2.xs4all.nl>
Source record: 81006

On 8 Apr 1999 20:10:28 , Martin "Nightowl" Byttebier wrote:

[..]
>I still have big difficulties to read that CD-ROM. Most of the times I
>only get track01.dat and track02.dat whereas that CD holds I believe 4
>dir's.

have you ever tried to do a shift-esc with open window on that CD
with track01.dat
I have found out that sometimes I can change between that and the
'real' contents of the disk.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

589. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7epren$il4$1@news4.svr.pol.co.uk>
Source record: 81007

On 9 Apr 1999 9:06 +0100, Al Goold wrote:
:>In article <37192e84.48991927@news.freeserve.co.uk>,
:>webdesign@accrington-web.co.uk (Tony Greenwood) wrote:
:>
:>> After the way you pushed Als buttons and got him going
:>
:>?? Mark came into the thread well after my involvement.
:>
:>Anyway talking of buttons, it is very clear that this thread is never,
:>ever going to end unless you have the last word, so to make these easier
:>for us all, please feel free to add any comment you wish in the full
:>knowledge that it will

:>a) Not be taken seriously by me (or probably anyone else)
:>b) Nothing you can say is going to have an effect on the "real world"
:>c) I personally won't be replying to any more of your flame bait. (while
:> reserving my rights to reply to any message in any thread in any
:> newsgroup.

Ive added this to an F-Key, do i have to aknowledge your copyright
everytime i hit the key??.

:>**********insert your last word/s here**********

Umm!!!!...

fatumsh!!, what a good word to end on.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

590. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7eprep$il4$2@news4.svr.pol.co.uk>
Source record: 81008

On 8 Apr 1999 23:16:35 G, Tony Greenwood wrote:
:>
:> Hey! cgood@cix.compulink.co.uk ("Christopher Good")
:>
:>>>With the risk of getting my head chopped off: Let Tony think he's won,
:>>>then he quits.
:>>
:>>Or ignore him and he'll go away as the saying goes.
:>
:>Please do show me what I done to upset you ?... Or have we another
:>sheep in our mist ?

Sheep where, oh!, i know here already..

:>Ho look...its the cix gang hahahahahaahhahahahahah

I'm not in CIX, i'm a subscriber, i'm not afraid of upsetting Joe, as he knows, in fact i think he's got a well dodgy looking hooter, although i do now think his haircut matches his flares, i support the Mag even though its boring the shit out of me at present, and i think youre every bit the tosser everyone else does.

No one agrres with you, subscriber or otherwise so take a hint, shut the fuck up.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

591. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7epres$il4$4@news4.svr.pol.co.uk>
Source record: 81009

On 9 Apr 1999 20:40:18 G, Tony Greenwood wrote:

:>>Mike Kerslake

:>>--
--:>>Business Tip of the Day:
:>>Invest in the Lancashire Glass House Company - They're going to get a
:>>lot of new business soon.

:>Well thats it...NO MORE MR NICE GUY! from me...

Run everybody, he means it..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

592. MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37106805.1CA5@geocities.com>
Source record: 81010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Dear fellow Atarians,

It is with great pleasure that I am able to tell the following.

One week ago I said I would set up a list of Atarians should I receive mail from 20 people giving their name, E-mail address, and state. For the time being I was focusing on America.

I received 30 in the first week!

From this, I already have quite a few states with multiple representatives, some close to each other. This is what I wanted to find out, and in fact, what I knew to be true.

After talking to Kent Kordes in the chat session held at the Atari Users of North Texas website, he said that between 800-1000 different Atari users and gamers buy from him in a year! And that's just of the people who know of him. There must be HUNDREDS more who exist oblivious to the fact that anyone continues to enjoy/use Atari equipment besides themselves.

Make your year and someone else's by sending in your information. The sooner this happens, the sooner we can get some connections going. Let's blanket our fair country with Atari fandom!

Please send the following information to greg@atariusers.com

Name:
E-mail:
State: (City optional)

BTW... I got a method going now which is fairly easy to maintain... so EVERYONE IN THE WORLD SEND IN THIS INFORMATION. I might not get to the information as fast since America is my top priority, but the more addresses I get, the more I can stack those up, the sooner we can find your Atarian neighbor. ;)

Take care and talk soon!

Doctor Clu

PS:

Feel free to update my information as far as clubs go.
If you would like to get your country blanketed with Atari fandom... write me (so I will know who to forward addresses to when I find them)

If they're out there.. we'll find them.. :)

@>-->-----------------

____
States with two or more members or Active Atari clubs

A R I Z O N A

YOUR NAME: Mike Freeman
LOCATION (City, State): Tucson, Arizona
E-MAIL ADDRESS: nameerf@flash.net

David Ormand
Tucson, Arizona USA
dlormand@aztec.asu.edu

From: "David M. Acklam"
dacklam@genie.idt.net>
Phoenix, AZ
(Moving there soon)

From: "Bill Pike"
<wpike@doitnow.com>
Phoenix, AZ (Interested in meeting with others/starting group)

C A L I F O R N I A

> Shane Curd
> (NetHak@aol.com)
>San Jose, California

Nurmix@socal.com
(Paul Nurminen)
El Segundo, California

Aaron Finney
Glendora, CA
A_Finney@wfi-inc.com

From: Gene Pineda
<broncos@primenet.com>
Los Angeles/San Jose, CA

From: "VGL, Inc" <gametr@loop.com>
>> Video Game Liquidators
>> 7326 Laurel Cyn
>> North Hollywood, CA 91605

tconrardy@hotmail.com
(Tim Conrardy)
Verio Northern California's Usenet News Service

From: Lou Lew
<loulewlj@gte.net>
California

F L O R I D A

Kathy Severance
severancekathy@juno.com
(With the club : PACE)

From: Guitar Studio <guitarra@afn.org>
Raymond Lohengrin classical guitarist \composer
High Springs, Fl

Mike Harvey
Orange Park, FL
mharvey5@bellsouth.net

Computer Dungeon (Atari reseller, going out of business soon...)
Al Horton
4417 Larkfield Lane
Tampa, FL 33624

M A S S A C H U S E T T S

(Dan Wilga)
dwilga@mtholyoke.edu
email: gribnif@pair.com
Northampton, MA 01061-0779

YOUR NAME John Teffer
LOCATION (City, State) North Eastham (Cape Cod), MA
E-MAIL ADDRESS jdteffer@c4.net

M I N N E S O T A

Carl Forhan
forhan@millcomm.com
http://homepage2.rconnect.com/forhan/games.html

S.P.A.C.E. (Active Atari club)
PO BOX 120016
New Brighton, MN 55112
http://www.library.carleton.edu/space/

N E W Y O R K

clab
<clab@buffnet.net>
Buffalo Ny

OL' HACKERS ATARI U.G. INC
C/O RON FETZER
22 MONACO AVE
ELMONT, NY 11003
O H I O

From: david moeser
<erasmus@iglou.com>
Censornati, Ohio

cq585@cleveland.Freenet.Edu
(Frank Wagner III)
Case Western Reserve University, Cleveland, OH (USA)

T E X A S

Active Clubs:

AUNT,
HACE

W A S H I N G T O N

From: Andy Blakely <Andy.Blakely@pnl.gov>
NAME: Andy Blakely
LOCATION: Kennewick, WA

Subject: RE: Seattle, WA
From: Dan McInerney <dmcinerney@seanet.com>
Dan McInerney (Possible club founder)?

States with Atari Representatives

Arkansas
Idaho
Iowa
Kentucky
Maryland
New Jersery
Tennessee
Wisconsin

A Fine Product Of....

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

593. stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Mac Hine <dmcinerney@seanet.com>
Message-ID: <01be8408$5295b3e0$13810ccf@dmcinerney>
Source record: 81011

I'm thinkin of jumpin ship. G3 looks good. lots of different programs, plug ins etc... 24bit audio. Hmmmmmm.

594. Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7eq0dt$23e$1@irk.zetnet.co.uk>
Source record: 81012

Hi all,

Does anyone who uses Newsie on here ever got the KILLFILE to work
correctly?

I want to be able to transfer different types of E-mails.For
example,all the mail from zetnet-atarians be automatically transfered
to the Zetnet mailbox and all mail from MagiC mailing list transfered
into the MagiC mailbox and so on.

Is this possible for Newsie to do this?

Gordy.
E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

595. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371095bc1a8e570@smok.krakus.top.pl>
Source record: 81013

On Sat 10-04-1999 01:24 (+0200) Martin "Nightowl" Byttebier wrote:

>on Thu 08-04-1999 08:23 Derryck Croker wrote:

>>The reports that I read made setting it up look tricky - and since I'm
>>usually a lazy so-and-so ;-)) I've decided to keep life as easy as
>>possible! :-))
>>
>Tricky? I found it not so tricky to install as Newsie which I never
>managed to get it working properly.

I have exactly the same experience!

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

596. Re: MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: charter@dellos.demon.co.uk
Message-ID: <3714972c.10419205@news.demon.co.uk>
Source record: 81014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>Dear fellow Atarians,
>
> It is with great pleasure that I am able to tell the following.
>
> One week ago I said I would set up a list of Atarians should I receive
>mail from 20 people giving their name, E-mail address, and state. For
>the time being I was focusing on America.
>
> I received 30 in the first week!
>
Up to this point I thought I was reading one of those "Get rich quick"
schemes :))

Seriously tho, I wonder how many Atarians there are UK wise?

Would it be worth a UK list?
--
Paul..

* Duty Charter *

ICQ No: 105793

597. MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <uwWtzTA0iJE3EwSg@steverosie.demon.co.uk>
Source record: 81015
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <37106805.1CA5@geocities.com>, Doctor Clu <clu-da-bard@geocities.com> writes
> After talking to Kent Kordes in the chat session held at the Atari
>Users of North Texas website, he said that between 800-1000 different
>Atari users and gamers buy from him in a year! And that's just of the
>people who know of him. There must be HUNDREDS more who exist oblivious
>to the fact that anyone continues to enjoy/use Atari equipment besides
>themselves.
>

Hi

Yes, this is the problem.

Over here in the UK it's the same, I'd be surprised if it wasn't;)

There are many, many users that didn't and don't know that the Atari scene is still going and even more don't realise that they can get their Atari's on the internet!!!! Let alone that there are AC and ST+. You can tell in their voice when they realise they are NOT on their own;)

The problem is reaching the masses! How do you let them know!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

598. Re: atari disk to mac/pc

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <pQssbNAeiJE3EwRi@steverosie.demon.co.uk>
Source record: 81016

In article <01be83d3$4df82a00$0cc8f4cc@m45168.directpc.net>, Bill Meikle
<bmeikle@mountain-inter.net> writes
>Hi:
>
> I've got a book I wrote a few years ago on my atari that I need to
>get onto my mac or pc.
>
>How do I do this? I used word perfect...
>
> Thanks...

You shouldn't have to much trouble working with Word Perfect format,
it'll be getting it onto your PC etc...

I presume that you have a 720k disk in your Atari.

Format a disk using Windoze, DOS etc. on the PC side or something like
DC Format v3 (I use this) on the Atari side. Copy your data to the disk
and slap it into the PC.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

599. Re: 520st power pinouts?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <rwEsTXA8mJE3EwSq@steverosie.demon.co.uk>
Source record: 81017

In article <19990410175647.04128.00001806@ng-fi1.aol.com>, We3Boemans
<we3boemans@aol.com> writes
>Hello,
>
>I just came accross a 520st console w/o power supply. Can someone direct me to
>a source for the power pinouts? I'd like to adapt something for it.
>
>Thanks
>
>Tom

Hi Tom

What model ST is it?

Some of the early ones had an external PSU. The internal ones (STF,
STFM....) are simple enough to find out.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

600. Re: 520st power pinouts?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7eq6okajp1@roch.zetnet.co.uk>
Source record: 81018

On 10 Apr 1999 21:56:47 , We3Boemans wrote:

>I just came accross a 520st console w/o power supply. Can someone direct me to
>a source for the power pinouts? I'd like to adapt something for it.

Yes, the pin assignments are:

1 +5v
2 not connected
3 Ground
4 +12v
5 -12v
6 +5v
7 Ground

There are two +5v lines to provided adequate current carrying capacity
via normal cables.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

601. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7eq6opajp2@roch.zetnet.co.uk>
Source record: 81019

On 11 Apr 1999 11:18:21 , Gordy wrote:
>
Does anyone who uses Newsie on here ever got the KILLFILE to work
>correctly?
>
>I want to be able to transfer different types of E-mails.For
>example,all the mail from zetnet-atarians be automatically transfered
>to the Zetnet mailbox and all mail from MagiC mailing list transfered
>into the MagiC mailbox and so on.
>
>Is this possible for Newsie to do this?

Yes, I'm doing this ATM. Here's my KILLFILE for reference.

```
#NEWSie
# This file should be placed in the "work" path.
# format is:
# find <tab> text <tab> action <tab> value <tab> comment
# find can be:
# subject - any text within Subject, uses pattern matching
# author - any part of originating Author Full name
# email - any part of orignating email address (user@domain)
# domain - any part of orignating email domain (i.e. aol.com)
# to - any part of destination email address (user@domain)
# replyto - any part of Reply_To: email address
#
# action can be:
# status - change status in mailbox
# 'D' for immediate delete, (you will never see it!)
# 'P' for Purge, you will see it marked with a 'D'
# transfer - transfer email to another mailbox (XYZ.MBX)
# acknowledge - acknowledge receipt of message (ACK.TXT)
#
#Examples:
#subject $ status P purge all messages with '$' in the subject
#subject Test transfer test auto-route Test messages
replyto zetnet-atarians transfer zetnet auto-route zetnet messages
replyto stik-beta transfer stik auto-route stik-beta messages
to xaaes transfer xaaes
replyto magic_os transfer magic_os
#
#end
```

Roger Cain, Manchester, UK NeST:90:100/103

TT 6Mb/MagiC 5/NVDI 4

---

602. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7eq6vahnf1@news.campuscwix.net>
Source record: 81020

On 10 Apr 1999 11:49:20 , Pat & Anna wrote:
->on Saturday 10-04-1999 12:33, Ronald J. Hall wrote:
->
->> Hey Pat. Sorry I've not been able to have a go at it yet.
->
->No apology necessary. I wasn't complaining about you not having time to do
->the setup; just acknowledging it. *When* you have time, I'm looking
->forward to your report.
->
-> Pat
->
->--
-> Pat & Anna Morales
-> <PATnANNA@ford-trucks.com>
-> ~~*~~
-> "Portable": Survives system reboot.
->.

Sure thing! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

603. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: al_goold@pop.net.ntl.com
Message-ID: <3710AFF8.C41B297B@pop.net.ntl.com>
Source record: 81021

Steve Sweet wrote:

> On 9 Apr 1999 9:06 +0100, Al Goold wrote:
> :>please feel free to add any comment you wish in the full
> :>knowledge that it will
>
> :>a) Not be taken seriously by me (or probably anyone else)
> :>b) Nothing you can say is going to have an effect on the "real world"
> :>c) I personally won't be replying to any more of your flame bait. (while
> :> reserving my rights to reply to any message in any thread in any
> :> newsgroup.
>
> I've added this to an F-Key, do i have to aknowledge your copyright
> everytime i hit the key??.

:)) No, please feel free to utilise whenever, and wherever you wish.

> fatumsh!!, what a good word to end on.

Yep, that'll do it :)

Al

604. Re: Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7eqhdnnob1@nnrp1.dejanews.com>
Source record: 81022

I'm talking more on the line of Internet software, STing, Newsie etc...
IF... IF... the site gets used a lot more, I'm willing to transfer it to another pay hosting service with storage space. Maybe set-up our own Atari Downloads.com type site. I know of a few hosting sites that offer 250 megs of storage.

Rob
webmaster@atari-users.net

Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, LinksEngine, Forums and Web Ring

In article <19990410203912.20677.00001023@ng-cr1.aol.com>,
lethor7@aol.com (Lethor7) wrote:
> hi,
> if you are talking about ST files, then
> could you give us some quality
> copies of knightmare and captive both
> by Crowther???? RPG ST , it lives.
> thanks.
> j.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

605. Re: You can make Mpeg video on ST!

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <923836034_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 81023

In article <370FDF81.AC28ECFD@ihug.co.nz>
J WILKINSON <jwandjw@ihug.co.nz> wrote:-

>I vaguely remember something about MPGFEVER that says the '030 version
>is compiled for machines -with- a float math chip...

The version of MPEGFever I have has 68000, 68030 and 68030+68882
binaries.
It's been a long time but I think I used the 030+882 version on my
FPU'd Falcon.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk
---

606. Re: snowman demo

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <tC3Q2.148$OB.495@198.235.216.4>
Source record: 81024

http://www.umich.edu/~archive/atari
demos.

Get the rest while you are there:-).

On 9 Apr 1999 22:40:43 -, "Mickey Johnson" wrote:
>I am looking for a snowman movie demo. It had animation of
>a snowman movie and piano music playing in the background.
>If anyone knows where it can be downloaded from I would greatly
>appreciate it.
>
>mickster
>
>
>
>.

607. Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <UiMlgCAOiME3EwEH@bertste.demon.co.uk>
Source record: 81025

I have some files at work that are on a mac, and I need to transfer them to either Atari or Pc.

Can anyone help?
--
Other World

608. Re: Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <CHbWuAADKOE3Ewk2@steverosie.demon.co.uk>
Source record: 81026

In article <UiMlgCAOiME3EwEH@bertste.demon.co.uk>, Other World
<slider@bertste.demon.co.uk> writes
>I have some files at work that are on a mac, and I need to transfer them to
>either Atari or Pc.
>
>Can anyone help?

I've got a program called MACsee which is a commercial program for
transferring between Atari and Mac etc. Only ï¿½3 plus p&p;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

609. Atari ST News International Christmas Coding Convention 2000

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: karies@wxs.nl
Message-ID: <3727e3ff.2890234@news.wxs.nl>
Source record: 81027
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://www.fortysecond.net/stniccc2000 to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!

610. Videl Inside (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <N%5Q2.1783$_y1.8360@news1.atlantic.net>
Source record: 81028

1---Has anyone out there used Videl Inside (VI_2_04, ver. 2.04, 1997)
on a C-LAB Falcon MKI or similer?

2---If so, have you had a hard disk write problem arise after
installing Videl? My seagate locks up (light stays on when saving a
file and must be re-booted manually which, of course causes numerous bad
files and possible damage!!!

It changes the resolution through the drop down desktop Video select
very well but as i've stated....

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

611. Re: Price for an Atari STFM?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhp$7po$1@news2.isdnet.net>
Source record: 81029

Trevor H. a crit dans le message ...
>How much should one pay for an Atari STFM with an SM124 monitor and a mouse?

As usual, this depends on the currency in your country and the rarity of ST computer where you live. Here, a 520ST is pretty worthless, a few hundred Francs. A 1040 would be worth around 500 or 1000 francs.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

612. Re: atari disk to mac/pc

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhq$7po$2@news2.isdnet.net>
Source record: 81030

Bill Meikle a &#65533;crit dans le message
<01be83d3$4df82a00$0cc8f4cc@m45168.directpc.net>...
>Hi:
>
> I've got a book I wrote a few years ago on my atari that I need to
>get onto my mac or pc.
>
>How do I do this? I used word perfect...
>

Check out the Quick FAQ.

The Atari uses standard DOS disks, but with an odd bootsector making disks formatted on the earlier STs sometimes unreadable. The later machines (from TOS 1.04) should be ok.

You can format a disk on the PC, and then copy files onto it with the ST. If you don't have an ST available any more, then you can use ST2DOS, a program that makes the Atari boot sector compatible with DOS. You can get it from the Quick FAQ.

Just about any modern WP on the PC or Mac can then read a WordPerfect file.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

613. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhr$7po$3@news2.isdnet.net>
Source record: 81031

jim a crit dans le message <370F239F.ABA212F7@studio9.demon.co.uk>...
>> The
>> proprietary connector used on the Atari will probably be difficult to
>> find though.
>>
>
>bizarely enough, the 13 pin DIN monitor socket is easily available in the
UK from
>Maplin Electronics www.maplin.co.uk, it's even listed in the catalogue as
"Atari
>ST monitor plug'!

```
It's also in the Conrad Electronics catalogue, which is available in several
European countries, France and Germany at least. http://www.conrad.de

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

614. Re: NI (Need Information) GTS-100 external disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhs$7po$5@news2.isdnet.net>
Source record: 81032

Doctor Clu a crit dans le message <370E56B7.7C8E@geocities.com>...
>Found an external disk drive at a second hand electronics store called
>a GTS-100. It's in a black case, and has a digital counter on the front
>of it.
>
> Is this a fancy 720K drive, or (hopefully) a high density drive?
>
> If it was a high density drive.. could a 520 ST with Tos 2.06 handle
>it?
>

No, a 520 has to me modified to use a HD drive. Check out the Quick FAQ.

I don't remember any 3rd party HD drives ever being made for the Atari (for
that same reason), so my guess is that it's probably a 720K drive.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

615. Re: ST blues...cant run it

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhu$7po$7@news2.isdnet.net>
Source record: 81033

Lethor7 a crit dans le message
<19990410204538.20677.00001026@ng-cr1.aol.com>...
>hi,
> dont flame me if I'm posting in the wrong spot. The problem is thusly
>and thusly thus: Running Pacifist, running a lot of sts, but two in
particular
>won't run. Should I change the Tos files or whould that make things worse.
>Advice would be great.
>thanks.
> lethor

```
An emulator will never be 100% compatible with the real hardware. Especially
when the real hardware itself had it's own compatibility problems
(ST/STE/Falcon).

Get a real ST if you want 100% compatibility.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

616. Re: Old ST Disk Format - HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrht$7po$6@news2.isdnet.net>
Source record: 81034
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Alan Holding a crit dans le message <7eleh8$e7t$1@plug.news.pipex.net>...
>Howdy.
>
>I stumbled across an old ST floppy of mine the other day but can't read it
>with the PC because it was formatted a weird way. All I know about the
disk
>format is that it enabled me to cram 990k onto the floppy. (Great idea at
>the time - not really future-proof though. Ho hum...)
>
>If any of you clever lot out there know of a way I could get at the data on
>the floppy using a PC alone (haven't got access to my old 520STFM) I'd be
>more than chuffed. I'd even buy you a Combustible Edison.
>

```
Nope. No PC will ever read that floppy. Send that disk to a nearby ST user
so that he can copy the files over to a standard DOS floppy.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

617. Re: stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhv$7po$8@news2.isdnet.net>
Source record: 81035

```
Troll troll troll...
```

Mac Hine a ?crit dans le message <01be8408$5295b3e0$13810ccf@dmcinerney>...
>I'm thinkin of jumpin ship. G3 looks good. lots of different programs, plug
>ins etc... 24bit audio. Hmmmmmm.
>

618. Re: Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqri0$7po$9@news2.isdnet.net>
Source record: 81036

Other World a crit dans le message ...
>I have some files at work that are on a mac, and I need to transfer them to
>either Atari or Pc.
>
>Can anyone help?

```
Stick them on a 720K DOS floppy.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

619. Re: Falcon Boot with Control Key

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7eqrhs$7po$4@news2.isdnet.net>
Source record: 81037

Thomas Binder a crit dans le message
<7elrur$7qk$1@sun27.hrz.tu-darmstadt.de>...
>Hi!
>
>Phantomm <phantomm@kih.net> wrote:
>> Was wondering if there is a way to set the default resolution
>> to something other than 320 x 200 when you first bootup while
>> holding down the control key?
>
>Only way to change this is patching the ROM. TOSPatch by Michael Ruge
>does this, among other things.
>
>

```
Isn't that an NVRAM setting ? Use an NVRAM editor. Uwe Seimet wrote a very
nice one as shareware (or freeware, not sure).

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

620. [PUB]: New at the Belgian FTP-site: 193.190.205.13

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3710feca2930cd0@ping.be>
Source record: 81038

```
New at the Belgian ftp-site 193.190.205.13
------------------------------------------

****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE
SO HE CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

****

**mint**
ftp://193.190.205.13/atari/incoming/misc/mintsett37.zip

**programming**
ftp://193.190.205.13/atari/incoming/programming/TTDIGGER.ZIP
ftp://193.190.205.13/atari/incoming/programming/lb5d.lzh (Licom lib)

**utilities**
ftp://193.190.205.13/atari/incoming/utilities/colortos.lzh
ftp://193.190.205.13/atari/incoming/utilities/CD-ROM/betados_304.lzh
ftp://193.190.205.13/atari/incoming/utilities/infomat.zip
ftp://193.190.205.13/atari/incoming/utilities/spica12d.lzh
ftp://193.190.205.13/atari/incoming/utilities/rasndemo.lzh (rational Sound demo, add
sounds to everything you do)
ftp://193.190.205.13/atari/incoming/utilities/hddriver77_demo.zip

**fileselectors**
ftp://193.190.205.13/atari/incoming/fileselectors/bkit213e.zip (Boxkite 2.13 English
version)

**graphics**
ftp://193.190.205.13/atari/incoming/graphics/xearth.zip (Creates and saves a shaded GIF
image of the Earth.)

**database**
ftp://193.190.205.13/atari/incoming/database/juliadr.zip

**internet**
ftp://193.190.205.13/atari/incoming/internet/mymail-0.82.zip

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
******************
```

But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

621. Re: fVDI, Was Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7equoraho1@nyheter.chalmers.se>
Source record: 81039

In article <923699020.20094.1.nnrp-03.9e985e5c@news.demon.co.uk>,
John Whalley <news@whalley.demon.co.uk> wrote:
>Johan Klockars wrote in message <7ekl8j$n2l$1@nyheter.chalmers.se>...
>>In article <923442755.13076.0.nnrp-10.9e985e5c@news.demon.co.uk>,
>>John Whalley <news@whalley.demon.co.uk> wrote:
>>>Jeff Mitchell wrote in message <7edi0c$1keh$1@hub.org>...
...
>I don't really understand how these bits interrelate. I thought the NOVA
>stuff was just special drivers for their graphics cards, NVDI does outline

The Falcon NOVAs (mach64 graphics card) come with a complete VDI, which
NVDI can use as a sort of driver (NVDI will take over the text rendering
(and of course everything to do with printers and such) but will leave
the rest of the output to the NOVA VDI) if you want. It works perfectly
fine without NVDI, though, just as fVDI does.

>fonts anyway normally and I'd got the idea that fVDI was a freeware
>alternative to NVDI, rather than working with it. Plainly incorrect. Any

It's not quite incorrect. It should say:

'...fVDI is a FreeWare alternative to NVDI, as well as working with it.'
;-)

>chance of an explanation of how all this slots together (preferably at
>novice level!)?

Atari's VDI without any extensions can be used perfectly well by itself.
You'll not get any support for printers and such, though, or extra fonts.
For those things you need a GDOS of some kind.

NVDI will add all those things, but will not work by itself on a mach64
graphics card (such as the Falcon NOVA or Eclipse/RageII), costs money
and is not as fast as it could be.

I'm not sure how much, if any, GDOS support there is in the NOVA VDI,
but fVDI has the ability to handle it all by using drivers for the
various devices (well, it currently only loads one device driver).

Writing drivers for all possible devices is a huge job, and not something
I'd ever try doing myself, but there's a nice supporting framework in
fVDI for others to do it (I've sent the sources to a person who was
interested in writing a PostScript driver for example).
Besides the fVDI 'engine', I've concentrated on the drivers I have use
for myself:

- Monochrome
Useful as a 'background driver' for others, as well as the obvious
monochrome graphics mode.
- Four bit planar
The graphics mode I use on my Falcon (or did before I got my Eclipse ;-).
- 16 bit true colour
A very nice mode for graphics cards and usable on the Falcon too.
(The Eclipse/RageII driver uses hardware acceleration for this.)

fVDI is currently a kind of middle ground between the normal VDI and NVDI.
It can use multiple bitmap fonts, for example, and implements some of
the extended features of NVDI.

Apart from printer support, the main edge NVDI currently has over fVDI
is support for outline fonts (TrueType, Speedo, PS Type 1).
TrueType is coming to fVDI (in the form of FreeType, a free (but really
good) TrueType rendering engine) and PS Type 1 might as well, eventually.
Speedo is a proprietary format, however, so that is very unlikely to
ever become available.
So what about people who really must have outline fonts now?

Well, fortunately NVDI was built to be usable together with card specific
VDIs such as the NOVA VDI.
It turns out that the same mechanism allows it to work together with any
VDI, so you can have your outline fonts under fVDI. :-)
In the same way, it's likely that SpeedoGDOS could work together with fVDI.

If you already have NVDI, currently the only reason to use fVDI as well
is if it's faster at some things. On my machine (Falcon+AB40), scrolling
for example can be up to twice as fast with fVDI, so I'd never use only
NVDI now.
Unfortunately, if you use NVDI as your 'top' VDI it will take over all
text rendering and fVDI can be faster at that...

If you don't have NVDI, fVDI will speed up much of your graphics a lot
(it's mostly about the same speed as NVDI or better).
The current version of fVDI, unfortunately, still lacks a few things
that the normal VDI has. I get by well without them, but if they're
important to you, you don't want to use fVDI yet (you're very welcome
to help me implement them ;-).

I'll not tell you what most of those missing features are since I'd
very much like to know what programs actually use them. ;-)
I will tell you that fVDI currently does no text effects, though.
That is, no bold/italic/underline/outline and no angled text.
This does not necessarily mean that you won't get those effects in your
word processor, though. Papyrus, for example, works well since it
renders the fonts itself.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se

Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

622. Re: Pixart 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Jean LUSETTI <j-lusetti@pacwan.fr>
Message-ID: <7eqtjd$ec98@news.pacwan.net>
Source record: 81040

Hi !

>>So, any information on Pixart 4 (or other graphics software -
>>commercial/shareware/freeware) would be appreciated.
>VISION is also good and fast including filter operation for graphics
>retouching, but I don't know about its Font manipulation abilities...
Of course, as I'm the author of VISION I won't say that it's a bad soft.
About font abilities, VISION can setup all attributes (underline, bold...),
rotate the font by 1 degree steps (with NVDI/GDOS) and of course select any
available font.
But the most important thing about VISION is that it is under GEM and FAST !

Have a look at my WEB site !
See you, Jean
E-Mail : j-lusettti@pacwan.fr
Site WEB : http://www.multimania.com/jlusetti/indexe.htm

623. calamus98 256 color mode problem

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7er0so$nk1$1@nnrp03.primenet.com>
Source record: 81041

Help!
if someone could explain to me why calamus 98 will not show graphics
or fonts (in the font command group display) correctly while running
in 256 or true color, i would appreciate it. It will work in 16 or less
but not hight. There is a program called falcon 8.prg that came in a
auto folder but it causes 2 bombs when auto loading in and then to th
desktop in which i run calamus and still does not work.
please someone help!
gene

624. Printing from G3

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <3711079E.7B77F411@home.com>
Source record: 81042

Oh-oh! Got my new G3 with USB port and using the new PowerPrint
software but MagiCMac won't see it!!! Any ideas out there? The
configuration screen (holding down <Option> while clicking on MagiCMac
icon) and it says "Not In Use" under the printer button.

-- Keith (email: brooksie1@home.com)
****
* Home of the Love of Labour 63 Avanti R2 *
* and the Labour of Love 62 GT Hawk *
****

625. Re: Falcon Boot with Control Key

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7er3gs$fm1$1@sun27.hrz.tu-darmstadt.de>
Source record: 81043

Hi!

Nicholas Bales <bales@directprovider.REMOVETHIS.net> wrote:
> Isn't that an NVRAM setting ? Use an NVRAM editor. Uwe Seimet wrote a very
> nice one as shareware (or freeware, not sure).

You didn't get the point. The question was how to change the resolution
the Falcon TOS uses /in the desktop/ when you do a "safe boot", holding
down the control key just after the harddisk driver was loaded (or when
no newdesk.inf is found).

This is 320x240x16 and hardcoded into TOS, it has nothing to do with the
NVRAM-setting (which does not influence the desktop resolution, anyway).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

626. Re: Videl Inside (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7er3uk$fm1$2@sun27.hrz.tu-darmstadt.de>
Source record: 81044

Hi!

John Garone <swampfax@atlantic.net> wrote:
> 2---If so, have you had a hard disk write problem arise after
> installing Videl? My seagate locks up (light stays on when saving a
> file and must be re-booted manually which, of course causes numerous bad
> files and possible damage!!!

This is the infamous Falcon DMA/SCSI bug, appears on almost all
machines, sometimes only when using higher resolutions in >= 256 colors,
but sometimes even in ST-High when stressing the SCSI bus very much -
varies from machine to machine, some people even never experience this
problem, others don't get lockups, but noises when recording music to a
SCSI disk.

There's a hardware modification known as "clockpatch" (various
realizations exist) which fixes this problem in most cases - for my
Falcon, it unfortunately didn't (the simple one).

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

627. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE296.9A1E3820@cyberpeeps.freeserve.co.uk>
Source record: 81142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,pl.comp.sys.atari,rec.games.video.atari

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

628. Sale From 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE426.90E30CFC@cyberpeeps.freeserve.co.uk>
Source record: 81143
Cross-posted to: alt.games.atari,alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.st,comp.sys.atari.8bit

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

629. FROM 30p ATARI s/ware/hware Jag ST 800XL 2600 etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-11 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <370FE35B.C6BAA4C7@cyberpeeps.freeserve.co.uk>
Source record: 81144
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Look at http://www.cyberpeeps.freeserve.co.uk for ATARI hardware &
> software for ST,JAG,2600,800XL from 30p. Private sale as space is
> needed.
> e.g. STARGLIDER2 for ST ï¿½2
> BALLBLAZER for 800XL(Disk) ï¿½2
> BREAKOUT for 2600 ï¿½3
> BRUTAL SPORTS FOOTBALL for Jaguar ï¿½15

630. FA: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1204991548310001@ip95.chicago3.il.pub-ip.psi.net>
Source record: 80895
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

auctions end on 04/09/99. no reserves.

- Games:

Populous
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90306042

Interphase
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90304472

Gravity
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90303687

Deep Space
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90302104

- Utility:

Wercs
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90307240

631. Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7etof3$5tg$1@news8.svr.pol.co.uk>
Source record: 80896

Hi

This is my first attempt with freeserve to post a message in the news group, could someone let me know if they see it please?

Regards Steve

632. jag/lynx games for trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <9t7dDY7s8ebB-pn2-quzUbCdXp7jb@dialup139.brussels2.skynet.be>
Source record: 80897

```
i propose:

jag: cybermorph (without box), kasumi ninja
lynx: hard drivin', viking child, ishido, shadow of the beast

i'm lookin for:

jag: worms
lynx: ms pacman, california games, slime world

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
"don't take your brain for granted ... it's the best friend you'll ever have."
lisa simpson
```

633. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <7etrtf$p5d$1@roch.zetnet.co.uk>
Source record: 80898

On 10 Apr 1999 01:24:00 , Martin "Nightowl" Byttebier wrote:
>on Thu 08-04-1999 08:23 Derryck Croker wrote:
>
>>in message <4D1YPTAg06C3EwSj@steverosie.demon.co.uk>
>> Steve Stupple wrote about 'Re: FireNews (was Joe/Tony/etc)'
>>
>>>>>> Martin-Eric Racine wrote about 'Re: Joe Connor/Atari Computing/InterAct'
>>>>
>>>>>I'm quite impressed by this newsreader, it's worth a look by anyone who's
>>
>>>>Why don't you give Okami a try. IMHO it's far better then Newsie.
>>>
>>> I could never get the bugger to work, I gave up!
>>
>>The reports that I read made setting it up look tricky....
>
>Tricky? I found it not so tricky to install as Newsie which I never
>managed to get it working properly.

I use both Newsie, which I found easy to set up for myself, and Okami which I could never have set up without help from Martin. However, much as I like Okami, be warned that 1.34 has a millenium bug problem. I tried setting my date to 1st Jan 2000 and then forgot I had done it, so for a few days I left it wrongly set. When I checked all my programmes and files I noticed that the listings in Okami showed all the dates as January 2010. I gather this has been fixed in version 2 beta, but it is no longer possible to register this.

(I am pleased to say that I did not find any other problems at all.)

Cheers

Paul

634. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <7etsb8$7ef$1@irk.zetnet.co.uk>
Source record: 80899

```
On 12 Apr 1999 21:26:59, Stephen Barszczak wrote:
>Hi
>
>This is my first attempt with freeserve to post a message in the news
>group, could someone let me know if they see it please?
>
>
>Regards Steve
>
>
>.
Hi steve,
It`s Karl, got message.
9th of May OK to me.
My first time at tring the news groups.
See ya
Karl
```

635. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <7etsfh$7ef$2@irk.zetnet.co.uk>
Source record: 80900

On 12 Apr 1999 21:26:59, Stephen Barszczak wrote:

Hi steve.
Got message.
9th OK for me.
My first time at tring the news groups.
See ya
Karl

636. atari ottawa region for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Sylvain Lalonde <slalonde@sympatico.ca>
Message-ID: <37128201.6C2E194F@sympatico.ca>
Source record: 80901

Atari hardware and software for sale!!!

Atari TT-030
4meg st ram, 4 meg TT ram, hard disk 500meg. SCSI Internal, VGA
monitor monochrome 14".

Atari Mega ST-2
4meg ram, blitter chip, monitor SC1435 color 14", monitor SM125
monochrome
12", monitor master switch.

Atari 1040 ST
1meg ram, internal disk drive, monitor SC1225 color 12", monitor SM124
monochrome 12", external disk drive PCF-554 5 1/4 360K, external disk
drive
SF-314 3 1/2 720K.

Atari 520 ST
512K ram, external disk drive SF-354 3 1/2 360K.

CD ROM
Pioneer DR-U124X SCSI 4X speed
Toshiba XM-3301B SCSI 2X speed with 3 caddy.

Hard Drive
1- Quantum pro drive 200meg SCSI
1- Quantum fire ball 500meg SCSI
1- Toshiba 850meg SCSI
3- SCSI case with power supply.

2-ICD SCSI Host Adaptor.

Modem
1-14,400 US Robotic V-42 external
1-14,400V-42 external
1-28,800 Logiscode V-34 external

Scanner
1-Migraph Hand Scanner with touch up software

Mouse
2-BMD Atari/Amiga compatible mouse.

Joystick
2-Wico Ball, Strick

Software
Phasar: Accounting

Twist-2: Database
Drafix: CAD software
Account Gem Accounting
LDW Power:Spread sheet
DB Master One Database
Time Works Publisher
Straight fax 2:Fax
Degas Elite:Graphics
Degas: Graphics
Mega Font:Graphics
Inter Link ST:Communication
Flash: Communication
ST-Talk:Communication
Neochrome:Graphics
Extendos Pro:CD Software
Print Master:Graphics
Prime Time:Graphics
And many more applications and software.

Games
Flight Simulator
Aces of Great War
F15 Strike Eagle
And many more games.

Over 200 disquettes and CD's

For more information Please call Sylvain at 819-772-4089
or by E-Mail:slalonde@sympatico.ca

Make me a offer!!!

Thanks

637. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvh6$7he$1@irk.zetnet.co.uk>
Source record: 80902

>I wonder how much the Falcon itself contributes to the fact that some
>people hate Magic???

I don't own a Falcon but I hate magic :)

AM.

I think therefore I AM.

638. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvh9$7he$2@irk.zetnet.co.uk>
Source record: 80903

>Worth turning off MagiC's logging option in magx.inf?

Worth turning off Magic full stop :)

AM.

I think therefore I AM.

639. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvhb$7he$3@irk.zetnet.co.uk>
Source record: 80904

>Eh? ;) Although I'm no longer involved with AC in the depth I once
>was, I have been around in Usenet since around 1990! Wow - 9 years...

I noticed <G> :)

See you at the show I hope :P

AM.

I think therefore I AM.

640. Re: Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvhe$7he$4@irk.zetnet.co.uk>
Source record: 80905

> if you are talking about ST files, then
>could you give us some quality
>copies of knightmare and captive both
>by Crowther???? RPG ST , it lives.

These are two of my most favourite games ever. In fact I was only
just playing Knightmare this week :)

AM.

I think therefore I AM.

641. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvhg$7he$5@irk.zetnet.co.uk>
Source record: 80906

>> If anyone knows why my falcon will not run with calamus 98 in 256
>I�m not sure, calamus will only work in 2 colors?

I've had Calamus SL running in TC under mint on my milan, although
the palette is incorrect.
It runs fine in 256cols though.

AM.

I think therefore I AM.

642. Flibble

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7etvhi$7he$6@irk.zetnet.co.uk>
Source record: 80907

```
Flibble :P

Oh yeh, I love CAB :)

AM.

I think therefore I AM.
```

643. Re: Pixart 4 (English version)

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7eu5hs$82t$1@plutonium.compulink.co.uk>
Source record: 80908

Hi Paul,

Paul Nurminen wrote in message <7elvg3$ji7@enews4.newsguy.com>...
>Anyone use Pixart 4 (English version)?
An English release is planned - as usual it's finding the time.

>Basically I need software that will allow me to work with original,
scanned,
>and commercial pics (mostly GIF and JPG) for use on websites. I want
>something that will allow the use of NVDI/GDOS fonts (or it's own internal
>fonts?), as well as the usual graphics manipulation stuff.

I think Papillion will do what you need. It's an ASH product so I expect
there's a demo on their webpages somewhere.

Regards

Joe
http://www.cix.co.uk/~inactive/

644. Question: Partitioning PC HD for use on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Jeff Brubaker <jtb@email.unc.edu>
Message-ID: <3712A670.86B34BF8@email.unc.edu>
Source record: 80909

I have an external 200 MB SCSI HD that I used to use with my Falcon. Well, a while ago I played around and installed Linux on it. Now I'd like to be able to use it again with TOS. I figured that I'd be able to just select it from within HDX and hit repartition to start playing with it again, but I get a dialog box saying that it couldn't read the first sector and that I should format it first. Odd, I think to myself, but I select format anyway and it tells me that the drive is not supported.

Is there a program out there that can partition this back to Atari-friendly layout? I imagine that ICD's utilities will do it, but I don't have them. I've already hooked the thing up to my PC and used Linux to write a clean DOS-style partition table, the results were the same.

645. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199904122044.a51297@kr.maus.de>
Source record: 80910

Hi!

TG>or did this suddenly become an adult only newsgroup ?..

Yes, you didn't know? :) Now quickly switch to comps.sys.atari.kids
before someone wants to see your ID.;)

Regards,
Jan

646. WANTED: Atari ST Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Sam <s.j.hawcroft@NOSPAMenglish.hull.ac.uk>
Message-ID: <7et76h$81@sullivan.ucc.hull.ac.uk>
Source record: 80911

Hi, I am in the UK and I recently got an Atari ST 1040 for very cheap 2nd hand. Unfortunately it didn't come with a mouse, so I'm looking for anyone in the UK who can sell me one (preferably for a low price). I've looked at a few US sites but shipping costs make it very expensive. Or does anyone know any UK-based sites that sell ST accessories?

Please email me direct as my newsgroup server's not always working. Remove NOSPAM from address to reply.

Thanks in advance,

Sam Hawcroft, Hull, UK.

647. Re: CONNOR / GREENWOOD SQUIRMISH

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199904122044.a51717@kr.maus.de>
Source record: 80912

Hi!

TG>or did this suddenly become an adult only newsgroup ?..

Yes, you didn't know? :) Now quickly switch to comps.sys.atari.kids
before someone wants to see your ID.;)

Regards,
Jan

648. Re: Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <hIaQ2.9696$5p5.7988@news1.telusplanet.net>
Source record: 80953

> another pay hosting service with storage space. Maybe set-up our own
> Atari
> Downloads.com type site. I know of a few hosting sites that offer 250
> megs of
> storage.

Sounds like a nice idea to me..
250megs is alot for atari software, why not do something like the
UTSI except with Search engines, mini reviews, and all locally
hosted..
would be nice :)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

649. Re: Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7erhmc$rv0$1@news7.svr.pol.co.uk>
Source record: 80954

In the Mac format a Double Sided Double Density Disk to "720K DOS" and all
will be fine.

650. Re: Download file area

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7erllf$l7u$1@nnrp1.dejanews.com>
Source record: 80955

Bengy,

I have considered it, it was one of my first ideas for atari-users.net's file area. But the hosting service I'm using only gives 20 megs of space, and hell it is free too! The trick is to also find a cgi script for downloading files that works with CAB 1.5.

But as you know very well... it's ALOT of work to keep a web site up and running, that is keeping it up-to date.

Rob
webmaster@atari-users.net

Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <hIaQ2.9696$5p5.7988@news1.telusplanet.net>,
"Bengy Collins" <collins@bulli.com> wrote:
>
> > another pay hosting service with storage space. Maybe set-up our own
> > Atari
> > Downloads.com type site. I know of a few hosting sites that offer 250
> > megs of
> > storage.
>
> Sounds like a nice idea to me..
> 250megs is alot for atari software, why not do something like the
> UTSI except with Search engines, mini reviews, and all locally
> hosted..
> would be nice :)
>
> --
> Bengy Collins collins@bulli.com
>
> MagiC Atari powered by nemesized Atari Falcon030.
> MagiC Mac powered by Apple iMac 233
>
> Please visit MagiC Online http://bengy.atari.org
>
> //May the choices we make today be ones that we can live with
> tomorow//
> --
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

651. Re: ST blues...cant run it

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990411214717.14820.00001800@ng-fy1.aol.com>
Source record: 80956

hi,
thanks for the advice. I think I will.
Would an St 520 do the job?

652. Re: Transfer files via Z-modem ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7erlkp$n04@usenet.pa.dec.com>
Source record: 80957

Hi you can try using a zmodem only program on Atari and Hyperterm on Windows.
See my writeup on http://probehouse.atari.org
or http://www.geocities.com/SiliconValley/6880/phsw.html

Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \486DX100/40M/1GB/W95

653. Unitor 2 for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <37116240.34194120@news.idirect.com>
Source record: 80958

C-LAB Unitor 2 by Emagic

SMPT/EBU Synchronizer and Midi Expander
for Atari ST Series

$175.00 Canadian + Shipping from Toronto, Ontario Canada

654. Calamus in mehr als 16 Farben?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq4zy6.1c7inqgfczd9wN@pm-d24.rhein-main.de>
Source record: 80959

Hi,

Ich frage fï¿½r einen Bekannten.
Wie bekommt man Calamus 98 dazu auf einem Atari mit mehr
als 16 Farben zu arbeiten, wie lï¿½uft es da mit dem Ausdrucken?

Was ist zu beachten, aus der an mich gerichteten Frage entnehme
ich das es wohl nicht so geht wie es in der Anleitung steht.

Tips?

Danke!
Gruï¿½, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

655. Atari music software site

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: smm@nospam-hitsquad.com
Message-ID: <37118237.14700018@news.uq.edu.au>
Source record: 80960

Shareware Music Machine is the world's biggest music software site and it
has a special area devoted to applications for Atari.

Check it out at http://www.hitsquad.com/smm/atari/

Shareware Music Machine - http://www.hitsquad.com/smm/

This message is spam resistant, to write back via email remove 'nospam-'
from smm@nospam-hitsquad.com

656. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: JoNk <atari@wcoil.com>
Message-ID: <1GfQ2.704$Fu5.117081@news2.randori.com>
Source record: 80961

My TI-99/4a has Microsoft titles with it, that's from 1983

Geez!

JoNk

Jo Vandeweghe wrote in message <37044D21.3642BBA5@ping.be>...
>ethhoack ethandphi exbeess a crit:
>>
>> for anyone who doubted, this article was an april's fool. i haven't
wasted 2
>> months salary in a crapdoze platform and i am still 100% m$-free.
>
>I doubt there are yet 100% people m$-free because they have bought so many
>rights
>in about any matter available in the world.
>
>Jo
>
>--
>Jo Vandeweghe * dipching@ping.be
>http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
>" Sure highest mountains are not made of stone."
>* FREE TIBET *
>

657. Sam on 14meg Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <7es11a$j3a$1@roch.zetnet.co.uk>
Source record: 80962

In a former life as an exotic dancer, J WILKINSON <jwandjw@ihug.co.nz> wrote:
> > >>> I have had a problem with Sam version 1.2 ever since I upgraded my Falcon
> > >>>to 14 megs. It works fine except for playing back of any large samples,
> > >>>especially if they are over 4 megs. I get strange sounds during play back.
> > >>>This never happened with the 4meg board.
>
> I get this same problem. It is more likely to occur when using MagiC as an OS. I think it is a problem with SAM not really accounting for memory chunks being moved around by MagiC. It seems to expect samples to sit in a contigious memory block...
>
> Not sure how to get around it...maybe a complete rewrite!?! :-/
>

A long overdue reply, maybe, but I'm a busy man ;)

When we were working on our slightly bugfixed version of SAM, we discovered what can only be called "The MagiC effect". Basically SAM looks for a TOS version of (IIRC) 2.04 or higher. No problemo we thought.

Then we started getting "bug" reports from people with Mega STes and upgraded STes claiming that it didn't work. Hmm... worked okay on my Mega STe. Then we found out that the problems were all being reported by MagiC users.

So we looked into it a little further and found the following (the exact numbers here are extracted from faded memories of 3 years ago, but the principle is correct):-

On a Mega STe, MagiC reports that TOS 2.0 (or maybe it was 2.01) is installed, so SAM won't run. On a Falcon, it reports 4.0. On a TT ISTR someone mentioning 3.0.

Of course, we were concerned, because programs which should have worked perfectly, but which checked the TOS version, would find that they were being run on a machine with an "old" TOS.

Now I don't know if this was the cause of your particular problems (I doubt it from what you wrote), and I don't know if this still applies to the latest releases of MagiC (though I _wish_ they'd finish implementing the AES4.1 features), but I thought I'd say something in case it clears up any confusing problems for anyone.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

658. Will the Spectre GCR work on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <7es11i$j3a$3@roch.zetnet.co.uk>
Source record: 80963

In a former life as an exotic dancer, John Kolak <jkolak@jps.net> wrote:
> The Spectre will not work at all due to differences in the hardware spec
of the Falcon cart port vs the ST cart port. It has nothing to do with the
external floppy port. That served only to allow it to read Mac disks. Spectre
GCR without the floppy connector works as a Spectre 128. Neither will work
on the Falcon cart port.
>

When the falcon first came out, Emagic's (or C-Lab's) Unitor wouldn't work
for exactly the same reason. When they released Logic, the LOG3 dongle did
whatever needed doing to make it compatible. _Possibly_ (no promises) plugging
a Spectre into the through port on a LOG3 would do the trick.

The only trouble is getting a LOG3 - the standard upgrade process is to
destroy the LOG3 if you crossgrade to another platform, so they're getting
rarer and rarer.

If anyone is planning to crossgrade, an extra 100UKP will get your LOG3
returned as well. I spent the extra to have a spare machine and a bit more
flexibility, but given that Logic Atari would probably sell for more than
100UKP, it would be worth buying the LOG3 back to sell on to another Atari
user.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

659. Letting off steam...

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <7es11p$j3a$4@roch.zetnet.co.uk>
Source record: 80964

In a former life as an exotic dancer, Jo Even Skarstein <joska@nvg.ntnu.no>
wrote:
> Very good point :-) But the main reason why I want a Palm is that PalmOS
actually is a lot like TOS/GEM, and I'm looking forward to write software
for it. I like it's 68k CP and the free dev-kits, and I intend to write some
GEM-tools for it (like a conduit for aMail).
>

I'm not trying to change your mind, or enter into a debate (as a user of
two "dead" platforms I know all too well that people will use what they want
to, and there's no way you will change their minds), but I just thoug t I'd
point out the following for the sake of completeness:-

The Newton dev kit is available free of charge for d'load from a number of
sites.

It's not at all like TOS/GEM, but is great fun to write for. It uses its
own language (Newtonscript), but it's a fairly easy one to get to grips with.
It's highly object oriented, and the dev kit is very graphical indeed. Imagine
designing an RSC file, but many of your interface elements already know how
to behave without you having to detect them being pressed, then react to them,
etc.

All in all it's a fun alternative to traditional function based programming,
and the unique features of the Newton make it different enough to the "visual"
languages on other machines to still be a refreshing change.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

660. Re: 14meg Falcon w/audio SW/HW, etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: JoNk <atari@wcoil.com>
Message-ID: <6KfQ2.707$Fu5.117406@news2.randori.com>
Source record: 80965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You still have this? I miss my Falcon soooooo bad!

JoNk

Cory Bonnett wrote in message <7eh9k8$8e3$1@usenet44.supernews.com>...
>14meg Atari Falcon030, audio mods done; 2.1 gig Micropolis external SCSI
>drive (A/V specs); Soundpool FA-8 (eight audio outs) box; Logic Audio
Falcon
>w/LOG3 interface (adds 3 more MIDI outs); external SCSI CD-ROM/Syquest 44
>(w/one cartridge) housed in one box; Wizztronics cartridge port expander
>(from one to four); two mice (one original, one ITSA); joystick; trackball;
>tons of discs including some Iomega Zips with commercial, freeware, and
>shareware SW; and serial port A-B switch. Would prefer to sell as package,
>but will piece out. Shipping is from Milwaukee, WI. I love the Atari
>platform, but am selling the last of my three systems as I continue to
>upgrade my new PARIS-equipped recording studio. I have many references on
>the web, including several Atarians both US and abroad. Please feel free
to
>e-mail with offers and I will respond immediately. Don't forget to include
>your address and phone number. Thanks! BTW, the highest offer does _not_
>necessarily mean anything to me. I want this gear to go to people who
>appreciate the inherent quality of the Atari system. Don't get me wrong, I
>want to make $$$ (maybe even $$$$$:) from this deal, but I also don't
need
>to sell to a jerk who won't use it. Socialist panty-waist? Not hardly.
>Objectivist? Proudly.
>
>Cory Bonnett
>www.artbeyondimage.com
>
>
>

661. Re: MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37117E1C.15CD@geocities.com>
Source record: 80966
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hehe... you've hit the nail on the head.

You see, we are reaching INTERNET Atarians, and though there are many, I believe it covers (I would guess) one eighth to one tenth the Atari using population.

Let's put our heads together and try to understand both the Atarians off and on the internet.

ATARIANS ON THE INTERNET

1) Most are not on the Internet via an Atari computer. This is true for 8-bit users especially. Most surf and download with a PC or Macintosh.
2) Those that do use internet browsers are slowly growing in numbers, but since this is not a native idea for the Atari, it is rare nonetheless.
3) Atarians on the internet by the above means was counted at roughly 600 in an operating systmem poll, and that was just the people that were aware of it. I would venture to say that the active crowd of Atarians some how involved with the internet would actually number somewhere in.. ??? would I be optismistic to say somewhere near 10,000? (considering 8-bit, 2600, Lynx, Jaguar, and ST.) ST users I think would number in the 2000-3000 range.

(I'm throwing out an estimation.. which invites challenges for other numbers higher or lower. I welcome the input.)

ATARIANS OFF THE INTERNET

1) People who use them for specific applications (word processors, Midi, graphics). To them, the idea of using an Atari for the internet is about as alien as using an etch-a-sketch for faxing.
2) Closet Atarians... those who like them, and keep the machine in storage for one day when they will revisit the old "outdated" computer.
3) The die hard Atarian... they are alone in a world without Atari, long after the others have left.
4) The poor Atarian... they are still using Atari because they can't afford another machine.
5) BBS ranger... still plugging away at the BBS's... since internet is out of reach for an ST and too strange to try.
6) Atarian with phobia... afriad to try the internet.

(Please submit other examples here)

Problem:

The Atari computer was released long for the dawn of the internet era, thus making the means for surfing for Atarians on the internet somehwat null and void. This is perhaps the greatest challenge in finding Atarians today... finding other media in which to locate those isolated souls unaware of an active Atari community, resellers, vendors, and developers.
Till Novmeber 1998, I was one of those people. I stumbled into an Atari user group.

So, here are some means to get the word out that I've come up with so far.

1) e-bay... people buy and sell Atari equipment there all the time from around the world. There you can see vendor and buyer addresses. It is possible that the people buying have a love for the computers, and would love to hear of an existing community. But I'm sure there are many there that buy the equipment for it's nostalgia, being sure that nothing is being done with the equipment.
Auctions of similar nature might prove useful.

2) BBS's... off the internet, still striving in their own right, many members are off the internet entirely. Many call long distance to log on.

3) Old user club listings. Got a club, or had a local club in the area? See if you can find a list of old Atarians. Given them a call, let them know what's going on. The number might be changed, the person might not be interested in Atari at all. But I will say too that with reestablishing contacts I've brought back quite a few Atarians who didn't know anything was still going on!

4) Flyers... at universities, computer stores, and anywhere that will accept a flyer. Also consider placing flyers at sci-fi conventions, computer shows, and shows involving gadgetry.

5) Computer shows... display a Atari computer! That'll shake some of the people up! Hand out flyers

6) Where Atari clothing when walking around for the fun of it. You'll be amazed how many people will stop you to ask you about the Atari and talk about the 2600!

7) Sci-fi conventions.. have to be a great source of computer geeks. Computer geeks run in two categories... ultimate gadgetry or ecclectic gadgetry. Chances are, you will find Atarians in that crowd.

8) Newspaper.. reaches tens of thousands. An add will probably be see by quite a few if you put out an add. If you an get the newspaper to do a story about your club, probably even more so.

9) Comic book stores.... see sci-fi conventions.

10) Radio... get the local public radio station to advertise some special event, such as an Atari show case or computer show being held free for the community.

11) Television (Public Access) Really bold and just brainstorming, but many public access channels allow free time to local interests, and will usally supply equipment for filming. Only problem... usually tends to be a city by city basis.

Those are my ideas for a start.. and let's not forget the best way to bring in Atari users...

12) through contacts of associates and friends. :)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

662. Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: psloth@post2.tele.dk
Message-ID: <D_fQ2.14$HV1.167@news.get2net.dk>
Source record: 80967
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

What is the newest version of AHDI harddisk-driver for Atari Falcon,
and where can it be downloaded ???

Thanx, Preben Sloth, Denmark
Please reply direct to psloth@post2.tele.dk

663. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <370e74e5.5656293@news.demon.co.uk>
Source record: 80968

On Fri, 09 Apr 1999 02:11:34 -0500, Doctor Clu
<clu-da-bard@geocities.com> wrote:
>To the Folks at "Atari Computing" magazine,
> Let me be one to welcome you to the Atari ST newsgroup. Things have
>started a little rocky for you here, but I'm glad to see yall here!

Eh? ;) Although I'm no longer involved with AC in the depth I once
was, I have been around in Usenet since around 1990! Wow - 9 years...

Regards
Den
--
Denesh Bhabuta

664. Re: Reading atari filesystem on other OSs

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3711814C.3ED8@geocities.com>
Source record: 80969

So the $20,000 question at this point would be, where to find BigDOS.

Doctor Clu

Nicholas Bales wrote:
>
> You can't read an Atari HD from a PC after it has been formatted with TOS. You will need an Atari to read your data again, and transfer it to a disk formatted with BigDOS, which is a DOS compatible filesystem for the Atari.
>
> Nick
> --

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/ | \ Read the News, Join the Chats, Share the Meyhem!

665. Re: Reading atari filesystem on other OSs

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37118156.74EA@geocities.com>
Source record: 80970

So the $20,000 question at this point would be, where to find BigDOS?

Doctor Clu

Nicholas Bales wrote:
>
> You can't read an Atari HD from a PC after it has been formatted with TOS. You will need an Atari to read your data again, and transfer it to a disk formatted with BigDOS, which is a DOS compatible filesystem for the Atari.
>
> Nick
> --

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/ | \ Read the News, Join the Chats, Share the Meyhem!

666. Re: stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3711846D.619C@geocities.com>
Source record: 80971

Mac Hine wrote:
>
> I'm thinkin of jumpin ship. G3 looks good. lots of different programs, plug ins etc... 24bit audio. Hmmmmmm.

I'm a Macintosh and Newton user.

Great machines both of them, never really used a PC or Intel machine.
I went from Atari to Macintosh, and now getting back into Atari though Macs are a good alternative.

The way I see it.. Macintoshes are user friendly, hardly ever crash, and are what computers were meant to be in the user market. You might as well stick an antena and VCR on it and make it a household appliance. (And many have).
Make GREAT Atari emulation machines.
But you know, in the nine years I've used Macs, I never really got the same feel for computers, the same fun, as when I used my Atari 400. :)

So I returned back to the Atari realm.

But there is a fun challenge in this age. People think only PC and Mac's exist. But I love how Amiga and Atari continue on dispite all odds. The spirit of computerdom and hacking exist in the Atari realm.

Macintosh... really good to the point that you will forget they are a computer, and will fit nicely next to your toaster.
Atari... a true computer experience!

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/ | \ Read the News, Join the Chats, Share the Meyhem!

667. Re: Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <371187E7.56A3@geocities.com>
Source record: 80972

> <slider@bertste.demon.co.uk> writes
> >I have some files at work that are on a mac, and I need to transfer them to either Atari or Pc.
> >

Plain and simple, TOS rocks when emerging from the Macintosh world.
First off you have the GEM environment that requires NO SYSTEM DISK, and
yet will load an environment that looks just like a Macintosh.
And then, it reads PC/DOS disks. This too rocks!

When I learned that TOS was strange union of Macintosh environment with
a PC disk format.. I loved it!

I use PC formatted disks for all floppy transfers. I mean, why not?
Then both Macs (with PC disk readers.. standand with at least all Macs
with a high density drive and I believe system 7) and PCs can read
them! If the Atari crashes, other platforms can read them.

Which brings up a question of mine... if you formatted a hard drive
with a PC format for similar simplicity.. would the Atari be able to
work with it?

Doctor Clu

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/ | \ Read the News, Join the Chats, Share the Meyhem!

668. Re: #INCREDIBILE NON CI CREDEVO!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7es592$4ea$1@news8.svr.pol.co.uk>
Source record: 80973

On 10 Apr 1999 11:14:45 , jim wrote:
>you're an asshole then aren't you? I cleared out my inbox the other day
>(netscape, sorry guys) which was taking up 200Mb on my HD (bloatware city), it
>took my 2.5 hrs and 600 of the messages I deleted were spam

So why did you repeat the whole text?

No editing in that PC package???

Glass houses etc etc...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

669. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7es594$4ea$2@news8.svr.pol.co.uk>
Source record: 80974

On 10 Apr 1999 12:10:29 , Jo Even Skarstein wrote:

>> This will probably surprise a few, but... Today I finally managed to get
>> MagiC6 working on my Falcon/Afterburner/Nova, and I have to say that I'm

>What's the point in having a fast AES when the %$$%&#$ "OS" writes it's
>boot-log to random sectors on my boot-drive? After having tested MagiC6

Worth turning off MagiC's logging option in magx.inf?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

670. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7es596$4ea$3@news8.svr.pol.co.uk>
Source record: 80975

On 10 Apr 1999 22:30:41 , broncos@primenet.com wrote:
>If anyone knows why my falcon will not run with calamus 98 in 256
>colors or true color then please email me. ive installed falcon8 and
>all it does is give me 2 bombs when booting into desktop from x boot.

I run falcon8.prg from the desktop, also the version of this patch that was
on some Cal'98 disks was corrupt IIRC.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

671. WTB: TT030, Crazydots, Riebl

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990412095637.2284D-100000@hal.fishpool.com>
Source record: 80976

I'm looking for a TT030 with the following minimal specs:

* 4 MB ST-RAM or better
* TOS 3.06 (english, french or swedish)
* hard-disk

Riebl VME Ethernet cards and Crazydots graphic cards also wanted.

Please submit your offer(s) in Euro or Finnish Markka, via e-mail.
Thanks.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

672. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7es70g$5ca$1@irk.zetnet.co.uk>
Source record: 80977

On 11 Apr 1999 13:06:33 , Roger Cain wrote:
>On 11 Apr 1999 11:18:21 , Gordy wrote:
>>
>Does anyone who uses Newsie on here ever got the KILLFILE to work
>>correctly?
>>
>>I want to be able to transfer different types of E-mails.For
>>example,all the mail from zetnet-atarians be automatically transfered
>>to the Zetnet mailbox and all mail from MagiC mailing list transfered
>>into the MagiC mailbox and so on.
>>
>>Is this possible for Newsie to do this?
>
>Yes, I'm doing this ATM. Here's my KILLFILE for reference.

(---snip---)

Thanks for your KILLFILE,Roger.Its working quite well.All I have to do
is to remember to check the other mailboxes..;-)

Gordy.
E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

673. Re: !!!! WARNING -ericdan1@gte.net possible fraud.!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Rory Dow <rory@centrescreen.co.uk>
Message-ID: <3711A037.F25EFCD1@centrescreen.co.uk>
Source record: 80978
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've been talking to this guy too, but decided it was a bad plan when he admitted that there was no dongle, manuals, box or anything else to verify that he was selling legal software.

Guess $40 for Cubase 3.01 was too good to be true.......

Rory (another Rory)

Rory McMahon wrote:

> erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'
>
> I have contacted him stating i wanted it, sent the payment, and after making
> several attempts to verify payment received, he had not responded nor did I
> recieve the package.
>
> I've stated my piece, awaiting replies...
>
> Rory

674. Re: Reading atari filesystem on other OSs

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7esgrlbfq1@nnrp1.dejanews.com>
Source record: 80979

In article <37118156.74EA@geocities.com>,
clu-da-bard@geocities.com wrote:
> So the $20,000 question at this point would be, where to find BigDOS?
>
> Doctor Clu
>
> Nicholas Bales wrote:
> >
> > You can't read an Atari HD from a PC after it has been formatted with TOS.
> > You will need an Atari to read your data again, and transfer it to a disk
> > formatted with BigDOS, which is a DOS compatible filesystem for the Atari.

I would not recommend using BigDOS for this, as it's still a bit unreliable
(esp. on Falcons). Try MiNT 1.15 instead, it supports DOS-compatible FAT16-
and FAT32-partitions, with and without VFAT. Later versions of MagiC also
supports these (FAT32 from 6.1, IIRC), but I guess it's overkill to spend $$$
on MagiC if all you need is a way of transfering files to/from DOS-disks...

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

675. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7esh8gbjv1@nnrp1.dejanews.com>
Source record: 80980

In article <7es594$4ea$2@news8.svr.pol.co.uk>,
derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) wrote:

> >What's the point in having a fast AES when the %$$%&#$ "OS" writes it's
> >boot-log to random sectors on my boot-drive? After having tested MagiC6
>
> Worth turning off MagiC's logging option in magx.inf?

Sorry, but since MagiC most likely use it's own filesystem to write the log (doing otherwise would be just plain stupid) I don't trust it for *any* disk-access anymore. I will never again make the mistake of booting it on my Falcon, especially since everytime I've stopped using MagiC (and promised myself not to use it again...) it's been because...

a) ...of it's incredibly poor stability.
b) ...it regularely kills my C-partition.

However - as I've said many times before - on my TT I don't have any problems with it.

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

676. Re: get a life.

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7eshgibua1@nnrp1.dejanews.com>
Source record: 80981

In article <1GfQ2.704$Fu5.117081@news2.randori.com>,
"JoNk" <atari@wcoil.com> wrote:
> My TI-99/4a has Microsoft titles with it, that's from 1983

I have three MSX-computers, Microsoft's first attempt at world domination. Strangely enough, these are good games-computers but otherwise they suck big-time. Some things never changes...

Jo Even Skarstein

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

677. Re: fVDI, Was Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <923912358.12368.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 80982

Apologies to anyone who receives this twice: I pushed the wrong button and
think I cancelled the first posting :-(

Johan Klockars wrote in message <7equoraho1@nyheter.chalmers.se>...

[Excellent explanation of how different bits of the VDI/GDOS and
alternatives mesh together]

Thanks, Johan. That's made things a lot clearer.

Cheers,
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

678. * Anyone using the Falcon for Video work?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7erit7$6iu$1@spnode25.nerdc.ufl.edu>
Source record: 80983

Hello friends :

I wonder if there are other people outthere (besides Phantomm and
me) usinf the Falcon for animation and video edit?

It would be great to exchange ideas and video clips!

Please send e. mail and a list of the tools you use :)

Raymond

679. Re: Calamus in mehr als 16 Farben?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDMKAFBGUP@data.rhein-main.de>
Source record: 80984

In <1dq4zy6.1c7inqgfczd9wN@pm-d24.rhein-main.de> Robert Schaffner wrote:

>Hi,
>
>Ich frage fi¿½r einen Bekannten.

Bah..
Wrong newsgroup, sorry.
Regards, Robert
--
-= Home of DOIT-Archives =-

CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

680. /i\ RARE Supervision Handheld W/27 games for Trade for Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: katom96@aol.com
Message-ID: <19990412085915.04144.00003549@ng-fi1.aol.com>
Source record: 80985

I will tade for a Atari Falcon Computer

Here is what you get The Supervision Handheld System in the box like new. Boxed TV Link its in Pal (dont know if it works on America TVs) and 27 games This is very RARE to find especially with all the games I have plus some are still sealed WOW. A must for Collectors. Only serious offer pleaseThanks

For those who dont know what the Supervision is , its a handheld game thats similar to the GameBoy The screen is bigger and the carts look about the same its a lot cooler looking to it also bends in the middle so you can angle the screen and it has legs that flip out so you can set it on the table and play it. It was released in 1992 and disappeared fast Its very RARE and hard to Find.

The games are:
2-in -1 Game (box)
Ssnake (box)
Chimera (box)
Pyramid (box)
Honey Bee (box)
Bubble World (box)
Pacific Battle (box)
Kitchen War (box)
Hero Hawk (box)
Treasure (box)
Grad Prix (Box)
Kabi Island (sealed)
Changeller Tank (sealed)
Egale Plan (sealed)
Dream World (sealed)
Ballon Fight (sealed)
P52 Sea Battle (sealed)
Popo Team (sealed)
Matta Blatta (sealed)
Penguin Hideout (loose)
Olymic Trail (loose)
Jaguar Bomber (Loose)
Alien (loose)
Police Bust (loose)
Scaffolder (loose)
Super Kong (loose)

E-mail offers to
katom96@aol.com

Thanks Tom
Video games

681. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <JDMPADANUP@cabal.shnet.org>
Source record: 80986
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
>What is the newest version of AHDI harddisk-driver for Atari Falcon,
>and where can it be downloaded ???

6.061, ask any archie for an appropriate ftp site.

Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
cantact Uwe Seimet and get a recent version of his HDDRIVER. That
software will be compatible with new hd and exchangeable media drives
(PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

Thorsten

--

682. Brataccas solution?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: br14n_at_ibm_dot_net@my-dejanews.com
Message-ID: <7et0v1oog1@nnrp1.dejanews.com>
Source record: 80987

Has anyone finished Brataccas for the Atari ST? I've been playing for quite a while, but I don't seem to be getting anywhere. Tips would be appreciated.

Thanks.

-brian

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

683. FS/T: Atari ST games [04/12/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <371b0703.661172@news.nls.net>
Source record: 80988

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/05/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 3.00 California Games (Epyx)
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 2.00 Final Assault (Epyx)
$ 3.00 GFL Football (Gamestar)
$ 2.00 Lands of Havoc (Antic Software)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 2.00 Prime Time (First Row)
$ 3.00 Quadralien (Spinnaker)

$ 3.00 Renegade (Taito)
$ 3.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)

SPECIAL: Buy one (1) of each listed title and receive 10% off.

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

684. Crime City Adventure Game - I need walkthrough

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: deano@sillysoftware.freeserve.co.uk
Message-ID: <3714e75a.13704765@news.freeserve.net>
Source record: 80989

Has anyone ever played the game Crime City on the ST? I am stuck right at the end. I need to know how to find Phil Wilkinsons Gun. Can anyone help me as I am desperate.

Deano
Deano@sillysoftware.freeserve.co.uk
http://www.sillysoftware.freeserve.co.uk/index.html

685. Phew!

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7etapj$1l$1@snipp.uninett.no>
Source record: 80990

```
PC sold, Palm III and a new Teac 6x CD-R is in the mail...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

686. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7etbvn$n89$1@roch.zetnet.co.uk>
Source record: 80991

On 12 Apr 1999 07:22:56 , Gordy wrote:

>Thanks for your KILLFILE,Roger.Its working quite well.All I have to do
>is to remember to check the other mailboxes..;-)

Yes, That's a bit of a pain, isn't it! You know how many mails have
come in but not where they have ended up. Maybe John R. could think of
a way of indicating which mailboxes have had additions.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

687. Re: Price for an Atari STFM?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7etb9f$16c@james.hwcn.org>
Source record: 80992

In article <7eo2iq$vf3$1@roch.zetnet.co.uk>, rcain@zetnet.co.uk (Roger Cain) wrote:
>On 9 Apr 1999 15:12:19 -, "Trevor H." wrote:
>>How much should one pay for an Atari STFM with an SM124 monitor and a mouse?
>
>Around 50 ukp in the UK, $60 if you are in the states. If the STFM has
>memory expansions you could pay a little more.
~^~^~^

688. Re: Atari monitors - quick question

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7eti38dqk1@news2.xs4all.nl>
Source record: 80993

On 11 Apr 1999 20:10:47, "Nicholas Bales" wrote:

[...]
>>bizarely enough, the 13 pin DIN monitor socket is easily available in the
>UK from
>>Maplin Electronics www.maplin.co.uk, it's even listed in the catalogue as
>"Atari
>>ST monitor plug'!
>
>
>It's also in the Conrad Electronics catalogue, which is available in several
>European countries, France and Germany at least. http://www.conrad.de
>
And in the Netherlands you simply phone the Stichting ST.
071-5130045
and within 2 days you have the connector by mail.

Did you know that the radio-boys have some recieving stuff using that
same 'difficult to get' 13-p connector?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

689. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37124d1415caad11@holleman.demon.nl>
Source record: 80994

on Mon 12-04-99 10:17 joska@nuts.edu wrote:

>Sorry, but since MagiC most likely use it's own filesystem to write the log
>(doing otherwise would be just plain stupid) I don't trust it for *any* disk-
>access anymore. I will never again make the mistake of booting it on my
>Falcon, especially since everytime I've stopped using MagiC (and promised
>myself not to use it again...) it's been because...
>
>a) ...of it's incredibly poor stability.
>b) ...it regularely kills my C-partition.
>
>However - as I've said many times before - on my TT I don't have any problems
>with it.
>
Hi Jo Even,

this puzzles me... everytime I read/hear about one experiencing trouble
with MagiC, it appears to be on a Falcon.

I've seen more reports like "...but on the TT; no problemo"

My own experience on my TT: after a few years, experimenting and
finetuning: rocksolid. Simple as that. OK, that's version 5.01...

One minor change in autofolder sequence and you're in trouble again.

I wonder how much the Falcon itself contributes to the fact that some
people hate Magic???

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

690. REQ: Band in a box new styles for ATARI

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: jon rasmussen <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7f03tb$o50$1@news4.svr.pol.co.uk>
Source record: 80845

```
Any kind soul interested in posting new styles for me
Cheers RAS
```

691. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f052o$9h4$2@news3.isdnet.net>
Source record: 80846

Marcus Backes a crit dans le message
<7euj7t$168o@majestix.uni-muenster.de>...
>Hi!!!
>
>I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!
>

```
=> The Atari ST Quick FAQ http://quickfaq.atari.org
```

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

692. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f052n$9h4$1@news3.isdnet.net>
Source record: 80847
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Levien van Zon a crit dans le message <7evo5tcai2@feresa.bio.vu.nl>...
>Can anyone tell me for how much can a new MC68882 FPU can be obtained
>these days? Thanks,

I think the main question is WHERE can a new MC68882 FPU can be obtained
these days?

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

693. Re: Extra!, Extra!, Big stand off at Atari Show!!.

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f06hg$mj9$1@news7.svr.pol.co.uk>
Source record: 80848

On 9 Apr 1999 01:10:43 +, "Joe Connor" wrote:
:>Joe Connor wrote in message <7egu2nqjs1@plutonium.compulink.co.uk>...
:>(With apologies for commenting to my own message).
:>
:>Now that did the trick, my mailbox is filling up nicely!

:>I'll be at the Neuss Atari Show, in Germany, this weekend so if anyone would
:>like to claim a free evaluation copy in person come along to the Atari
:>Computing stand and ask me.

Thats a good scam, ask someone down for a fight and then surround yourself
with peops and hand out magazines that can be rolled up and used as clubs
to defend you.

8~)))))))))))))

:>http://www.cix.co.uk/~inactive/

Oh!, you're still at CIX then. 8~)))))))))))))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

694. Re: Calamus news

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f06hi$mj9$2@news7.svr.pol.co.uk>
Source record: 80849

On 9 Apr 1999 17:52:13 G, Spencer Davies wrote:

:>On 3 Apr 1999 22:15:12 GMT, (Steve Sweet) wrote:

:>>Does it cost to post a claim in the small claims court??.

:>Yes, 50 quid plus ancillary expenses. Once you have a decision you
:>then have to pursue payment which could also work out expensive!

You have to chase the payment?!?!?!,

Whats the point of the court then if youve gotta do your own door kicking.

Why cant the court order the payment?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

695. Re: CONNOR / GREENWOOD S

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f06hl$mj9$3@news7.svr.pol.co.uk>
Source record: 80850

On 9 Apr 1999 13:23:23 G, Tom Derrick wrote:
:>References:
:><Pine.LNX.3.96.990406130407.20553D-100000@hal.fishpool.com>
:><7ee3tigls2@plutonium.compulink.co.uk>
:><7efuufjdo2@snipp.uninett.no>
:><3711e04b.23196980@news.freeserve.co.uk>
:><7egav5sge1@roch.zetnet.co.uk> <370c1540@nemo.idirect.com>

:>D > I'll bet 400 quatloos on the newcomer.
:>
:>ROTFL!
:>
:>I'll see your 400 quatloos and raise you 2 Klingon battle cruisers
:>and a Bird of Prey.

Your bluffing!!!, it aint obvious though so carry on.

:>"The Poor Deluded Soul" - tderrick@acpu.com

Oops!!, a personal threat to life and limb there. 8~)))

:>.... CAUTION! Do Not Look Into Laser With Remaining Eye.

Omigod, you've actually publicly threatened to kill him piece by
piece. 8~))))))

Now, where's my spoon.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

696. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3713a55a2b91e61@ping.be>
Source record: 80851

on Mon 12-04-1999 23:27 AtariMad wrote:

>>> If anyone knows why my falcon will not run with calamus 98 in 256
>>Iï¿½m not sure, calamus will only work in 2 colors?
>
>I've had Calamus SL running in TC under mint on my milan, although
>the palette is incorrect.
>It runs fine in 256cols though.
>
And I've Calamus SL 98 running in TC under MiNT on my Hades 060 without
any problem. I must use 'novacal.prg' in my autofolder however in order to
run Calamus with more then 256 colors. Novacal.prg is a small prg that
comes with the NovaVDI graphic card drivers.

AFAIK, Calamus 1.09 only works in monochrome.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

697. Re: Neuss 2CU

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3713a55a2b91e60@ping.be>
Source record: 80852

on Tue 13-04-1999 02:11 Joe Connor wrote:

>It was nice to meet a few of you at the Neuss show and catch up with some
>old aquaintences. The show was slightly smaller than last time (inevitable
>in a shrinking market) but it was more lively than the last Spring Neuss
>show.

It surely was more lively. In my eyes it was the best show ever.

>Delta Labs didn't turn up and I understand their Revolution CD magazine will
>no longer be produced.

Sadly but true. The firm who make the CD's for Delta Lab's went bankrupt
what made that Delta Lab's which had paid already for the next magazine
and so lost quite some money hadn't enough money to start all over again.

>I had a great evening out with Nick Harlow (16/32 England), Paul (MABN
>Holland) and Thorsten Butschke (our German AC representative) and several
>others and look forward to doing it all over again this weekend in Stafford!
>
Aha now I know why you had a wooden head on sunday. :-))
With Nick and Paul you were certainly in good company.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

698. Re: Looking for a program called "DISK DOCT

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7f0612$bkpj$1@reader2.wxs.nl>
Source record: 80853

Hi Chris,

On 8 Apr 1999 09:56:30 -, "Chris F. Ledesma" wrote:
> Can anybody help me find this program? I need to edit a BASIC program
> for my ATARI 1040STF.

If I remember correct, there is a program called 'Zorg' which is some kind
of 'rewrite' from 'disk doctor'. You can find the program on most Atari
FTP-sites.

Ciao,
Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02

699. Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Mark Keates <mark@mkeates.force9.co.uk>
Message-ID: <8mNQ2.11625$54.3834@wards>
Source record: 80854

Are there implementations of a (standalone) Java Virtual Machine for the ST
(i.e. 68000) or are only the browers supporting JavaScript?

700. Re: WANTED: Atari ST Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <3713A7A5.9D253DBC@friko3.onet.pl>
Source record: 80855

Sam napisaďż˝(a):
>
> Hi, I am in the UK and I recently got an Atari ST 1040 for very cheap 2nd
> hand. Unfortunately it didn't come with a mouse, so I'm looking for anyone
> in the UK who can sell me one (preferably for a low price). I've looked at a
> few US sites but shipping costs make it very expensive. Or does anyone know
> any UK-based sites that sell ST accessories?

Check http://www.system-solutions.co.uk/cafe/

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

701. German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f093vagu1@irk.zetnet.co.uk>
Source record: 80856

Hi All,

Does anyone know where I can get hold of a program that will translate
German text into English text?

Thanks in Advance,

Gordy.
E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

702. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <wRNQ2.809$r52.15157@news.tpnet.pl>
Source record: 80857

<CUT>

>Tricky? I found it not so tricky to install as Newsie which I never
>managed to get it working properly.
>CU
>Martin

Newsie ??? Strange - i'm not an internet eagle but i after 5 minutes
i could connect and download NG.

Maciej Rozmus
++
Intra sp z o.o. Y U A S A
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

703. mint help needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3713ab223738a1@zetnet.co.uk>
Source record: 80858

Can someone advose please, I have mint/multitos set up & have just tried to replace aes 4.0 with 4.1. Problem is that when I boot up all looks fine with mouse pointer in the middle of the screen,But as soon as I touch the mouse the pointer disapears, & I no mouse pointer. This booting from a clean system, If I reload with eas 4.0 again all is fine???? ;)
--
Peter John Smith
<pjsmith@zetnet,co,uk>

704. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3713ab223738a0@zetnet.co.uk>
Source record: 80859
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I think the main question is WHERE can a new MC68882 FPU can be obtained
these days?

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

Oh I do'nt know I have one laying about somewhere.
Pete.

705. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <3713ABE3.267B@nortelnetworks.com>
Source record: 80860

Hi,
Homa Systems House can provide you with 16/25/33 MHz MC68882.

Contact via email at:
homa@canada.com

for prices and availability.

Nima Montaser

Nicholas Bales wrote:
>
> Levien van Zon a ï¿½crit dans le message <7evo5tcai2@feresa.bio.vu.nl>...
> >Can anyone tell me for how much can a new MC68882 FPU can be obtained
> >these days? Thanks,
>
> I think the main question is WHERE can a new MC68882 FPU can be obtained
> these days?
>
> Nicholas
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
BroadBand Networks, Dept 1P66 FAX: 613-763-1297
Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

706. ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <3713ACF5.4B11@nortelnetworks.com>
Source record: 80861

Hi,
I just wanted to let everyone know that ScanX is now also
compatible with the UMAX Astra 600s series of scanners,
including 600s and 610s. These scanners are very inexpensive
and offer good quality color/monochrome/grayscale scanning.

For more info, please Homa Systems House at:
homa@canada.com

or visit their webpage at:
http://www.magma.ca/~nima

Best regards,
Nima Montaser

P.S. ScanX has traditionally been compatible with UMAX 1200s
series (1200s & 1220s) as well as all new Microtek Scanners.

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

707. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924037921.17780.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 80862

Derryck Croker wrote in message <7eup65qgf1@news7.svr.pol.co.uk>...

[Okami]
>Understood. Now, can anyone tell me how to get the TTP utilities run in a
>VT52 window when run from within Okami under MagiC - or indeed other
>programs which shell out to TTPs for some operations please?

If you install TOS2GEM in your auto folder, they will run in windows, though I never found this to be too wonderful as something messed up the fonts (probably because I used the same small font (Connect ANSI) for both the font.view.big and font.view.small entries in O.INF). Almost certainly not a problem if you use the system font for your font.view.big.

WRT the main import/export/find utilities, you may find once you get started that running them from batch files with various switches/parameters applied becomes more convenient. For an example of one way of using these (for selective article downloads in 1.34 - I believe in v2 this is handled specifically) see:

http://www.whalley.demon.co.uk/atari/texts/selokami.html

Pop the batch file icons on your desktop or make entries in Start-me-up if you use it.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

708. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924037922.17780.1.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 80863

Marcus Backes wrote in message <7euj7t$168o@majestix.uni-muenster.de>...

>I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!

CAB 1.5 (free): http://www.flinny.demon.co.uk

CAB 2.7 (commercial): ASH (Germany), System Solutions (UK), ? (US) - demo available from ASH site. For URLs/email addresses try Hallvard's Atari Launchpad:

http://launchpad1.atari.org/

There are others (Light of Adamas/Draconis, WenSuite) which aren't anything like as stable. Again, Hallvard's Launchpad is a good place to start.

You will also need a TCP/IP stack: STinG is the best for most purposes under TOS or MagiC. If you run MiNT you may find MiNTnet more to your liking. CAB will also need an appropriate OVL file (the glue between the browser and the TCP/IP stack).

For an *entirely biased* take on Atari net software, check out:

http://www.whalley.demon.co.uk/atari/a_net.html

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

709. for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Harrie Beuvink <hbeuvink@xs4all.nl>
Message-ID: <7f0d3h$10i$1@news1.xs4all.nl>
Source record: 80864

```
For sale:

Atari 1040 (bbs installed)
==========================
- 4 Mb intern
- scsi harddisk (120Mb)
- scsi cd-rom
- scsi tapestreamer
- monitor

Atari Portfolio
===============
- 2 x 128 Kb memory cards
- adaptor
- modem

IBM 286 with monitor
====================

Printer STAR LC-20
==================

All this hardware works 100% ok.

Location: Marknesse, Holland
tel. mobile: +31(0) 653 13 20 44
tel. @work: +31(0) 546 66 77 88 (ask for Harrie Beuvink)
e-mail: hbeuvink@xs4all.nl

--
Regards,
Harrie Beuvink
hbeuvink@xs4all.nl
```

710. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f0dsdamm1@irk.zetnet.co.uk>
Source record: 80865

>Never heard of FTP then? Or how about FTP-mail?

You neglected to quote the part where I said FTP or did you just think
that was irrelevant when making this reply?

:P

AM.

I think therefore I AM.

711. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f0e02amm2@irk.zetnet.co.uk>
Source record: 80866

>>to download it with :P
>ftp. Who would want to use a browser for a straightforward file
>download?

Note my amazing use of the smiley at the end of that line :)

>There is also CAB demo v2.7 which is fine as long as you don't want to
>use the hotlist on-line.

Can't say I've ever used the demo of it, I never noticed it anywhere
:)

AM.

I think therefore I AM.

712. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f0fi5aof1@irk.zetnet.co.uk>
Source record: 80867

>You neglected to quote the part where I said FTP or did you just think
>that was irrelevant when making this reply?

P.S

It was in invisible ink :)

AM.

I think therefore I AM.

713. Re: WANTED: Atari ST Mouse (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7f0j5s$25q$1@roch.zetnet.co.uk>
Source record: 80868

On 12 Apr 1999 17:28:57, "Sam" wrote:
>Hi, I am in the UK and I recently got an Atari ST 1040 for very cheap 2nd
>hand. Unfortunately it didn't come with a mouse, so I'm looking for anyone
>in the UK who can sell me one (preferably for a low price). I've looked at a
>few US sites but shipping costs make it very expensive. Or does anyone know
>any UK-based sites that sell ST accessories?
>
>Please email me direct as my newsgroup server's not always working. Remove
>NOSPAM from address to reply.
>

Bad form not to check the group Sam...Anyway I sell Atari-PC Serial mouse interfaces, and also have a few bus-mice left....bus-mice are 9 UKP plus a quid for postage, MouseBurster interfaces allow you to use nearly any serial PC pointy thing and cost 19 UKP inc postage..

chrisc

714. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37136b50b71490@ford-trucks.com>
Source record: 80869

on Tuesday 13-04-1999 06:45, Derryck Croker wrote:

>Understood. Now, can anyone tell me how to get the TTP utilities run in a
>VT52 window when run from within Okami under MagiC - or indeed other
>programs which shell out to TTPs for some operations please?

You have to use TOS2GEM in the Auto folder for this but, if using Thing,
you don't have to enable Thing's use of TOS2GEM. Then outside of Okami,
Thing use's MagiC console window.

Hey, what can I say, it works.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
A kid'll eat the middle of an Oreo, eventually.

715. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37136b50b71491@ford-trucks.com>
Source record: 80870

on Tuesday 13-04-1999 20:23, Gordy wrote:

>Does anyone know where I can get hold of a program that will translate
>German text into English text?

Too easy? ;-)

GEMTrade
========
Author: Mark Wherry
Email: mark_wherry@cix.co.uk
URL: http://www.cix.co.uk/~mark_wherry/

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
All great ideas are controversial, or have been at one time.

716. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371270D0.99069D15@cable.A2000.nl>
Source record: 80913

Hi, this

>
> Hi
>
> This is my first attempt with freeserve to post a message in the news
> group, could someone let me know if they see it please?
>
> Regards Steve

is what I saw.
Success!
Henk.

717. extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7eu1pucnf1@news5.svr.pol.co.uk>
Source record: 80914

Anyone got details of how to turn the ST's (parallel?) port into a second independent MIDI out.

I'm sure it only involves about 2 components.

Any help greatly appreciated

718. analog joys pins/ste case

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <37128F10.6B206603@studio9.demon.co.uk>
Source record: 80915

howdy ... a couple of things, 1. I have a midi gizmo installed within my STe and I'd like to power it from the analog joystick port (9v). Pins anyone? The gizmo has a positive and negative rail that's all. 2. Anyone know where I can get a new STe case in uk (I mangled the last one installing the gizmo)

tia,
jim :)

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

719. Neuss 2CU

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7eu5hs$82t$2@plutonium.compulink.co.uk>
Source record: 80916

It was nice to meet a few of you at the Neuss show and catch up with some old aquaintences. The show was slightly smaller than last time (inevitable in a shrinking market) but it was more lively than the last Spring Neuss show.

There was a nice new English/German dictionary programmed by Ralf Zimmerman and Funpaint looks excellent for putting together video sequences and manipulating images.

Delta Labs didn't turn up and I understand their Revolution CD magazine will no longer be produced.

As usual we sold plenty of copies of Atari Computing and launched our renegade evolution # 2 CD-ROM.

There were a few missing faces, no Thomas Much or Thomas Binder but Alexander Clauss was there on the Saturday and I asked whether any of the features in iCAB for the Mac will filter back to the Atari version and the good news is the faster image handling code provided by the Behne brothers should migrate back to the Atari version. The response to the iCAB web pages have been overwhelming.

I had a great evening out with Nick Harlow (16/32 England), Paul (MABN Holland) and Thorsten Butschke (our German AC representative) and several others and look forward to doing it all over again this weekend in Stafford!

--
Regards

Joe
http://www.cix.co.uk/~inactive/

720. Re: FREE copies of Atari Computing!

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7eu5ht$82t$3@plutonium.compulink.co.uk>
Source record: 80917

Hi Dana,

dpj@delphi.com wrote in message ...
>Are there back issues available for sale?
Yes, all issues are still available except AC1, AC2, AC3 and AC8. To arrange delivery please send your order to enquiries@ataricomputing.com.

> Unfortunately, I let my
>subscription run out at about Issue 8 and would love to obtain the
>others. I'd also better re-up my sub!!
We're always pleased to regain lapsed subscribers - it's amazing how many readers we lose just because people simply forget.

I'll try to get the free copies out in the post this week but it's a bit hectic here so they may have to wait.

Regards

Joe
(Editor, Atari Computing magazine)
http://www.cix.co.uk/~inactive/

721. Re: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <37129CF4.372DB058@studio9.demon.co.uk>
Source record: 80918

use the modem port, it's easier

ingredients
2x 220 ohm resistors
female 5 pin 180 degree DIN socket (ie midi socket)
25 pin female D-type connector
some single core wire
a box to stick it in

a pair of 'helping hands' is recommended as soldering to DIN and D-type connectors is fiddly

all available from Maplin's or similar

midi plug, from REAR (i haven't followed numbering convention as they are confusing for DIN plugs)

a
b c
d e
x

a=TOP
b=MIDDLE LEFT
c=MIDDLE RIGHT
d=BOTTOM LEFT (ignore)
e=BOTTOM RIGHT (ignore)
x=BOTTOM (ground tag, ignore)

d-type should be numbered so you don't have to get confused about 'numbers from front or numbers from back?' (get a different one if it isn't!)

Make the following connections

DIN pin c > 220 ohm R > D-TYPE pin 2
DIN pin a > D-TYPE pin 7
DIN pin b > 220 ohm R > D-TYPE pin 7

then stick it in the box!

Finally get Steinberg's export.drv/xport.drv, I've also seen it called modem.drv from Steinberg's FTP site and stick it in MROS folder, get most up to date MROS while you're at it

I'm not sure what Notator does with this box but I have heard suggestion that it will recognise it.

In Cubase, select 'Xport 1' from 'output' channel in arrange window

Works with *all* versions of Cubase ;)

good luck,
jim

disclaimer implied ;)

rew wrote:

> Anyone got details of how to turn the ST's (parallel?) port into a second
> independent MIDI out.
>
> I'm sure it only involves about 2 components.
>
> Any help greatly appreciated

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

722. Re: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7eudqhrpi1@news.ncal.verio.com>
Source record: 80919

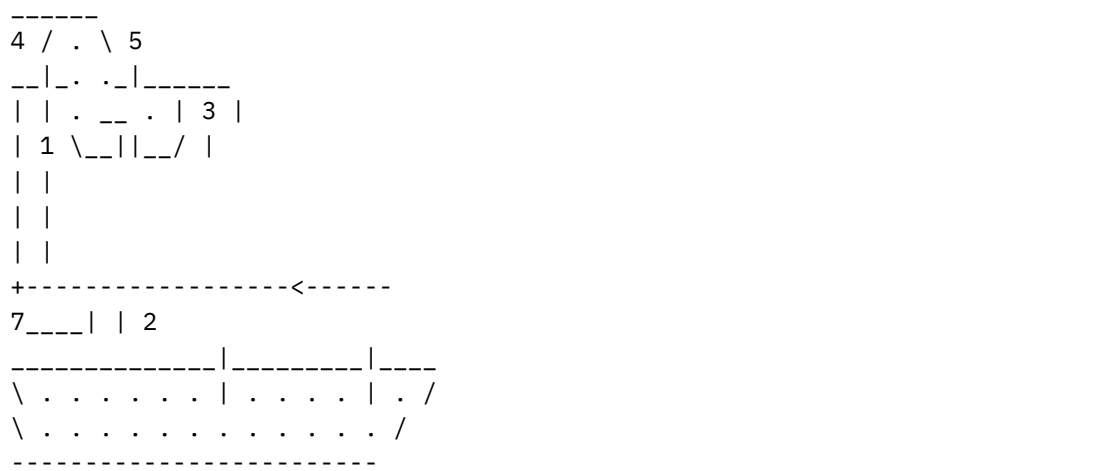
On 13 Apr 1999 01:09:37 , "rew" wrote:
>Anyone got details of how to turn the ST's (parallel?) port into a second
>independent MIDI out.
>
>I'm sure it only involves about 2 components.
>
>Any help greatly appreciated
>.

I know there is a schematic to turn the modem port into a second midi
channel by building a cable. I FOUND IT! here it is:

Well here it is at last how to add another midi out on your Atari, giving you
another 16 midi channels.

There are companies charging 35 quid for this, it will cost you about a
fiver.

make up a cable as follows (excuse the ASCII art)



This then plugs into the modem port on the ST. Hey presto another midi out.

To use the modem 16+ interface you will have to activate the Export
driver in the MROS folder. This is done by selecting the export driver.
Go to TOS and select show information, add a V to the end of export.dr_.
Restart the computer. When Cubase is started again you will see 3
outputs labelled export and the 1st one will work with your Modem 16+.

>> Info from Greg Ondo, Steinberg/Jones

Hope this helps.

I am also interested in other ways or even a Commercial way to add
midi ports. would Unitor II for example work on Cubase, or edit track?

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

723. Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Marcus Backes <backes@uni-muenster.de>
Message-ID: <7euj7t$168o@majestix.uni-muenster.de>
Source record: 80920

Hi!!!

I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!

724. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7eul6h$69v$1@snipp.uninett.no>
Source record: 80921

```
Louis <louis@holleman.demon.nl> wrote:

> I wonder how much the Falcon itself contributes to the fact that some
> people hate Magic???

I think the biggest problem is (was?) that Andreas Kromke doesn't own a
Falcon himself...

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

725. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7eup65qgf1@news7.svr.pol.co.uk>
Source record: 80922

On 11 Apr 1999 23:55:18 , Krzysztof Maj wrote:
>On Sun 11-04-1999 08:38 (GMT) Derryck Croker wrote:
>
>>Sounds like it's worth a look. ITMT I've returned to NEWSie, simply because
>>I already have an archive of messages that I'm loath to have split over

>It is possible to import all archive of messages from NEWSie into OKAMI.

Ah! Thanks for this info Krzysztof, I've got Okami and Newswatch ready to
try.

>To do this, one needs to copy all NNNNNN.TXT files from NEWSie into
>proper directory of OKAMI database and then make import operation, but
>(important!) *in UUCP mode*.

Understood. Now, can anyone tell me how to get the TTP utilities run in a
VT52 window when run from within Okami under MagiC - or indeed other
programs which shell out to TTPs for some operations please?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

726. Re: MEGA ATARI USER LIST APRIL 11, 1999

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7eup67qgf2@news7.svr.pol.co.uk>
Source record: 80923

On 12 Apr 1999 00:01:17 , Doctor Clu wrote:

> Let's put our heads together and try to understand both the Atarians
>off and on the internet.

An excellent posting full of good ideas - exactly what's needed right now.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

727. Re: extra midi port - thx for your help :)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7ev07ttvp2@news7.svr.pol.co.uk>
Source record: 80924

Many thanks for your help

728. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7ev25u$90c$1@irk.zetnet.co.uk>
Source record: 80925

>I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!

I recommend CAB :)

Hmm, I wonder how you download a browser when you don't have a browser
to download it with :P

CAB 1.5 is free, all other versions need to be purchased unless you
are lucky and get given it in a bundle of software :P

AM.

I think therefore I AM.

729. Re: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <37131146.741B5D0A@studio9.demon.co.uk>
Source record: 80926

Tim Conrardy wrote:

>
>
> I am also interested in other ways or even a Commercial way to add
> midi ports. would Unitor II for example work on Cubase, or edit track?
>
> Tim
> **********
> Tim Conrardy
>
> http://atlantis-bbs.com/dconrard/index.htm
>
> Tim's Atari Midi World
>
> **********

Not sure about Unitor Tim. I know Steinberg had their own, was it called Midex? I recently got the Noboxe 48 Expander. Gives 3 midi outs. It's 39 ukp, it comes in kit form only, if you bodge its assembly you can return it and they'll build it for another 15 ukp. It's not particularly difficult to build but at least 1 or 2 previous projects experience would certainly be helpful.

I'm pleased with the Noboxe, seems to work well. I mounted it internally in my STe, fits snugly under floppy with extra midi ports above modem and parallel port. Involves drilling through STe case. Gulp! It all went a bit wrong ...

general advice re drilling through STe case (should you be so stupid ... like me)

1. Use a drill bit for metal and plastics
2. Drill VERY VERY slowly
3. Use a guide hole
4. Start with small drill bit and increase a few mm each time

If like me a large chunk of your STe case goes flying across the studio then superglue it back but get it right as superglue quickly corrodes the soft plastic.

jim

730. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq71bi.18f7g0s1ulbctoN@pm-d27.rhein-main.de>
Source record: 80927

> I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!

CAB, Draconis, WenSuite several Browsers on Web.
CAB is great V 1.5 is Free. V 2.7 -> ASH-Heidelberg.

Links?

www.rhein-main.de/people/robert/link.htm

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

731. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7ev99n$n24$1@nnrp1.dejanews.com>
Source record: 80928

In article <1dq71bi.18f7g0s1ulbctoN@pm-d27.rhein-main.de>,
robscha@data.rhein-main.de (Robert Schaffner) wrote:
>
> > I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!
>
> CAB, Draconis, WenSuite several Browsers on Web.
> CAB is great V 1.5 is Free. V 2.7 -> ASH-Heidelberg.

I recently saw that new version of Draconis browser will support javascript.
I wonder when will we see javascript featured in CAB... ...or if we even will
see another CAB...

Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

732. FS: Atari Falcon + Extras in the UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <371330A7.DD69238E@syn.beetee.co-uk>
Source record: 80929

```
Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
# To send me an email substitute @ for % in this address:
# michael.clemmetsen%syntegra.bt.co.uk
```

733. Re: Spell Checker, was ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3713437e72d1d0@smok.krakus.top.pl>
Source record: 80930

On Thu 08-04-1999 23:58 (-0600) Frank Lockwood wrote:

>I've been using Spelling Sentry - used to be commercial, don't know
>what its status is now - for over a year now, and it works with
>everything.

How to get it?

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

734. Re: ST in pc case?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Laurent Favard <l.favard@france2.fr>
Message-ID: <37133824.B5F4EAE9@france2.fr>
Source record: 80931
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

MadCat13 a ï¿½crit:
>
> I know that people have done this. I would like to, but first I want to
> hear from some people who have done it.

To a tower case ?

it's a lot of work, but at the end, a interresting result. You need to be a
friend
of screewdriver and iron soldier ;-)...if you understand me.
I did it and it's not very easy, but...Absolutly not impossible !
else you can try to put your ST into a 19'' Rack...I will try with my Falcon.

Laurent

735. Re: BetaDOS question (was Re: CD-record

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7evg17squ1@nnrp1.dejanews.com>
Source record: 80932

```
In article <7epqu4$4fp$1@news2.xs4all.nl>,
atarist@xs4all.nl (Stichting ST) wrote:
> On 8 Apr 1999 20:10:28 , Martin "Nightowl" Byttebier wrote:
>
> [..]
> >I still have big difficulties to read that CD-ROM. Most of the times I
> >only get track01.dat and track02.dat whereas that CD holds I believe 4
> >dir's.
>
> have you ever tried to do a shift-esc with open window on that CD
> with track01.dat
> I have found out that sometimes I can change between that and the
> 'real' contents of the disk.

I recommend to read the SPIN documentation for more info on this...

--
Julian Reschke (mailto:reschke@muenster.de)

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

736. beschleunigte Schnittstelle

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Charley.Porkert@t-online.de
Message-ID: <924011864-144509AEicMi@t-online.de>
Source record: 80933

Hallo!

Ich hab' jetzt meine Kiste soweit mit allem aufgerï¿½stet, was es so gibt
(Hard- und Softwaremï¿½ï¿½ig). Jetzt fehlt mir zu meinem Glï¿½ck nur noch eins:

Eine schnelle, mï¿½glichst zusï¿½tzliche serielle Schnittstelle!.

Kann mir da jemand helfen?

Karl-Heinz Porkert
Charley.Porkert@t-online.de

737. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37134130.D00876D8@usa.net>
Source record: 80934

AtariMad wrote:
>
> >I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!
>
> I recommend CAB :)
>
> Hmm, I wonder how you download a browser when you don't have a browser
> to download it with :P
>
> CAB 1.5 is free, all other versions need to be purchased unless you
> are lucky and get given it in a bundle of software :P

Never heard of FTP then? Or how about FTP-mail?

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

738. FS Jaguar Game System North America only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990413091819.09318.00000036@ng-cc1.aol.com>
Source record: 80935

I have the following for items for sale. The only rule is that the Jag, Jag CD, and power pads must go together.
Here then, for your viewing pleasure is my list of Jag stuff. :)

Atari Jaguar with CD and 1 Power Pad, manuals, and boxes.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val d'Isere Skiing & Snowboarding

CD Games:
Blue Lightning Myst Vid Grid
BTW, I am not leaving the Atari scene.

739. Papyrus Gold (V3) for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: CHMCAW@leeds.ac.uk
Message-ID: <7evhia$e8k_001@leeds.ac.uk>
Source record: 80936

I have a copy of Papyrus Gold version 3 which I no longer need. This is a great wordprocessor with some DTP capabilities. Works on all Atari computers (needs 2Mb and ST High or better resolution).

Original disks, comprehensive 240 page ringbound manual all in original box.

30 UKP + P&P

Chris.
chmcaw@leeds.ac.uk

740. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evmobcaa1@feresa.bio.vu.nl>
Source record: 80937
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
: >What is the newest version of AHDI harddisk-driver for Atari Falcon,
: >and where can it be downloaded ???

: 6.061, ask any archie for an appropriate ftp site.

: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER. That
: software will be compatible with new hd and exchangeable media drives
: (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

: Thorsten

:
: --

--

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
------

741. Re: Toshiba 814 Mb Harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7evqet$q2f$1@news.inet.tele.dk>
Source record: 80938

Thank`s to everyone, who responded to my question about the used harddrive.
I ended up with a brand new IBM Travelstar 3.25 Gb. It was twice the price, of the used HD, but it was new and had more than 3 X the space. And it works just great.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

742. Re: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evo0pcai1@feresa.bio.vu.nl>
Source record: 80939
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Thorsten Guenther (guenther@cabal.shnet.org) wrote:

: 6.061, ask any archie for an appropriate ftp site.
: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
: cantact Uwe Seimet and get a recent version of his HDDRIVER.

Or try CBHD (which is free).

-=LvZ

743. MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7evo5tcai2@feresa.bio.vu.nl>
Source record: 80940
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone tell me for how much can a new MC68882 FPU can be obtained
these days? Thanks,

-=Levien

744. FS: Atari 1040 st complete system and more!

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: alankays@my-dejanews.com
Message-ID: <7f0080$bq3$1@nnrp1.dejanews.com>
Source record: 80941

Hi, I'm selling the following system on Ebay right now:

1040 st complete system, with sm124 monitor, sf354 disk drive, mouse, cables and a bunch of software

and a bunch of non ST stuff you might be interested in.

Atari 800

Atari 1020 color printer, new, unopened in box

5200 game system with 2 controllers and 5 games

Adversary game system (National Semiconductor) in box

S Four Thousand game system (made by Kmart)

2 semi-working Super Pongs (1 Atari, 1 Sears) - both turn on, and both have weird problems of their own.

plus some assorted games for various systems, all in original packaging:

Dr. J/Larry Bird Go One On One (IBM) still sealed

Gauntlet (IBM)

Wasteland (Apple II)

Bard's Tale 1 (Apple II)

Ultima Online (pc) with 2 strategy guides

Sid Meier's Alpha Centauri (pc)

OK, I think that's it for now! Thanks for looking.

use this link:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=alankay

(you might have to cut and paste the whole thing, sometimes whatever is after the "&" isn't part of the link)

or you can go here:

http://pages.ebay.com/aw/search.html

and in the "seller search" box type in

alankay

Thanks!

Alan

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

745. FS: falcon 030

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Emmanuel S=?ISO-8859-1?B?6Q==?=vigny <sevigny@gmind.com>
Message-ID: <7evtie$irj@tandem.CAM.ORG>
Source record: 80942
Cross-posted to: comp.sys.atari.st,rec.music.makers.marketplace,rec.music.makers.synth

Atari Falcon 14 Meg, Steinberg SMP 11, CAF 2.06 w/all manuals/dongle,
85 Meg int.Drive. Loaded with software., Digital in/out , 8 balanced out,
monitor, etc.

$800 US.

I'm in Canada,

Emmanuel Sï¿½vigny

746. SMS2 OS

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: Freek Munniksma <munkie@xs4all.nl>
Message-ID: <7f0206pmt1@news1.xs4all.nl>
Source record: 80943

Today i read an article in an old ST Format issue about an operating system called SMS2 for Atari .It came as a cartridge to be plugged into an ordinary 1040.It�s supposed to be multitasking and lightning fast and related to Unix and VMS.
Does anyone know anything about this? Can the code be downloaded from somewhere and possibly be loaded from HD?

```
Greetings,Freek.
(Thats my real name :)
```

747. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-13 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7f0222$6f$1@roch.zetnet.co.uk>
Source record: 80944

On 13 Apr 1999 09:18:54 , AtariMad wrote:

>Hmm, I wonder how you download a browser when you don't have a browser
>to download it with :P

ftp. Who would want to use a browser for a straightforward file
download?

>CAB 1.5 is free, all other versions need to be purchased unless you
>are lucky and get given it in a bundle of software :P

There is also CAB demo v2.7 which is fine as long as you don't want to
use the hotlist on-line.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

748. DarkForce! Monthly Winner(s)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f2s7k$3j7$1@news.campuscwix.net>
Source record: 80745

Its that time once again! (thunderous drum-roll please-if you don't mind) The Winners at the DarkForce! BBS this month are as follows:

1) Starlord (Dennis Bishop): 1 6 month/3 volume subscription to Atari Computing!

2) -On Hold- : ST-Plus Fanzine!
3) -On Hold- : ST-Plus Fanzine!
4) -On Hold- : ST-Plus Fanzine!
5) -On Hold- : ST-Plus Fanzine!

Congratulations to all our lucky winners. Don't forget-you too could be a winner if you call our BBS at least one time each month. All it takes is that one call, and it does not matter how long you stay on. Good luck to all of next months' callers! ;-)

PS You must take a permanent password when you call for the first time! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

749. Re: SMS2 OS

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7f2sp4$8mf$1@plutonium.compulink.co.uk>
Source record: 80746

Hi Freek

>Today i read an article in an old ST Format issue about an operating system
>called SMS2 for Atari .It came as a cartridge to be plugged into an ordinary
>1040.It's supposed to be multitasking and lightning fast and related to Unix
>and VMS.

There was also an article about SMS in the March 1996 issue of Atari
World.

>Does anyone know anything about this? Can the code be downloaded from
>somewhere and possibly be loaded from HD?

I did speak to the guy involved with SMS in 1997 sometime. They were
interested in taking some advertising in AC magazine. We had a long
talk, and they did have lots of assembled cartridges ready to sell.
Anyway, I did not hear any more from them.

You could try this email address and see if there is a response:

furst_uk@delphi.com

The name of the company was Furst Ltd. Maybe you could try a web
search and see what comes up?

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

750. Re: ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7f2ugg$g3o$1@news2.xs4all.nl>
Source record: 80747

On 13 Apr 1999 16:45:41 , Nima Montaser wrote:
Yes, you're wrong Jo.Novascan supports Mustek and HP.
I have a Mustek 600 paragon myself and use Novascan, that is, it
scans allright but it's a mystery to me what you can do else .Save??,
Import ?? Put this driver somewhere in MagiC /Gemsys ??
If there's anybody who knows, I would be glad to have this information
Jos

751. Re: for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7f2ujh$g3o$2@news2.xs4all.nl>
Source record: 80748

On 13 Apr 1999 23:20:00 , "Harrie Beuvink" wrote:
I'm interested in the CDROM !!Can you tell me more ?
Personal email would be appreciated ! In Dutch, please, a.u.b.
Jos Vlietstra

752. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7f30sn$a2o$1@roch.zetnet.co.uk>
Source record: 80749

On 14 Apr 1999 18:52:35 , "Chris Swinson" wrote:
> I was just wondering how may people in the UK have a Atari computer ? I'll
> be of to the show on the 18th in Stafford for sure, it would be nice to know
> just how many people near me (local) have a Atari, as a bit of a soul
> booster I guess :-)

Have I spoken to you before?? I notice you're on zetnet, though your
name doesn't ring a bell - maybe I just ignore the author field these
days!

Anyway, yes I have *several* Ataris and live in Gwynedd. I won't be
coming to this show as it's a little too far for a Sunday, although
I've been to every one up to now. As proof, in Issue 12 of AC you can
see me with my back to the camera - I'm the balding one carrying a
plastic bag (I think, unless anyone else lays claim to the photo!).

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

753. Re: IBM-Falcon HD

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7f30l7$5qk$2@news.inet.tele.dk>
Source record: 80750

>From: "Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk>
>
>I have a PC formatted IBM 1.2 gig drive 2.5" IDE, I tried it in my Falcon
>and it would not find it at all, I think my HD driver is just the normal
>Falcon driver for IDE drives supplied by Atari. WIll this new V7.xx driver
>read PC drives ? if so where can I get a copy ?

I just put a IBM Travelstar 2.5" 3.25 Gb. IDE drive in my Falcon, and it works fine. The type they use in the notebook computers.

Check if the jumper is in place, it turns out that I didn`t need one
on the new drive. My HD utils didn`t find the drive with the jumper in
the same place as on the old 130 Mb HD.

When I had a closer look at the new drive, it had the tech data on the
cover, I just didn`t see it at first. After removing the jumper it worked right away.
Actually one can say it worked right out of the box with AHDI
program.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

754. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7f31it$a2o$3@roch.zetnet.co.uk>
Source record: 80751

Contrary to how it may appear in this thread, you do not have to be
called Chris and have a beard in order to be a UK Atari owner!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

755. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990414223923.42967A@ataricomputing.compulink.co.uk>
Source record: 80752

In article <7f2l9b$34p$4@news5.svr.pol.co.uk>,
chris-swinson@mega-disczine.freeserve.co.uk (Chris Swinson) wrote:

> I was just wondering how may people in the UK have a Atari computer ?
> I'll be of to the show on the 18th in Stafford for sure, it would be
> nice to know

Come say hello at the stand :)

Al

756. Re: Query: Hybrid Arts inc. for ST..what happened?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <37150C9E.8FF966D6@studio9.demon.co.uk>
Source record: 80753

Thanks very much for the offer Louis, I do however have CZ Phonix.

jim

Louis wrote:

> on Wed 14-04-99 16:22 jim harris wrote:
>
> >they did a patch editor for the Casio CZ synths, CZ Android, I have been looking
> >for this for a long time.
> >jim
> >
> >jpk2andsnoop@my-dejanews.com wrote:
> >
> >> Hello, I'm wondering what happened to the Software company called Hybrid Arts
> >> Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for
> >> ST back around '86. I have been unable to locate any upgrades/updates. My
> >> version is 6.0 If anyone out there can assist me in locating such upgrades,
> >> I'd be most appreciative. Regards, James
> >>
>
> Jim, I have CZPHONIX lying around here. It's a patch editor for the CZ
> series too.
>
> I can email the stuff if you're interested, gimme a holler.
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

757. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924126958.18927.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 80754

Hi Derryck,

Derryck Croker wrote in message <7f27eosrb1@news7.svr.pol.co.uk>...

>I have to say tho' that I'm rating NEWSie above Okami. It's much easier to
>set up and is quicker downloading news IME. Okami is ultimately much more
>powerful but one pays the price with configuring that o.inf file - I spent
2
>or 3 hours on it yesterday, nowhere complete but more or less functional.

Once you've got the configuration sorted out, though, you only have to do minor edits now and again. The learning curve is rather steep, I admit. Personally I never could get on with NEWSie's interface, and I had redraw problems etc. What finally killed all interest for me was the number of people who seemed to have trouble with it doing weird low-level things corrupting drives. Not sure if it's fixed now, but it rather put me off it.

>It's running but I can see that there is plenty to get to grips with, for
>example there's a problem with the comp.sys.atari.programmer newsgroup.
>Okami says that this doesn't exist when I click on its name in the group
>list - although it imported it without complaint. An issue with LFNs? I've
>the message base on a VFAT partition.

May be: I never used it on a VFAT partition and never used that newsgroup with it, but ISTR there were some reports of problems with LFNs and VFAT partitions under MagiC: apparently it's fine under MiNT/MinixFS, FWIW.

Maybe someone here who uses it with MagiC/VFAT who knows more?

>Okami seems to have created some Amiga
>related database files too, heaven knows what's going on!

New one on me: have you got them listed as active in O.INF, possibly?

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

758. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3715206e30a9fc0@smok.krakus.top.pl>
Source record: 80755

On Wed 14-04-1999 08:34 (GMT) Stichting ST wrote:

>But when I recieve messages with nationally used 'strange' (=non
>American Ascii) chars they appear wrong on my screen.
>An 'a' with a umlaut on it I recieve totally different from what was
>typed in onthe other end..
>But seemingly within Germany they have no trouble with their chars
>when sending messages through the Internet.
>
>What needs to be done to get this riht?

When sending on Internet characters with codes > 128 one should use
ISO-8559-X character encoding.

For example:

ISO-8859-1 covers national characters for Western Europe (i.e. Dutch,
French, German, Spain, ...), but it is different from the Atari
character set.
ISO-8859-2 covers 12 languages of Eastern Europe (Albanian, Czech,
German (again), Hungarian, Polish, and so on ...)
ISO-8859-3 it is Esperanto, Malteser, ...
ISO-8859-4 is cyrilic (as I recall)
and so on ...

>Built a German TOS in my TT (and a French and a Spanish)?
>
>I simple want to read German, French and Spanish messages with the
>right characters on my screen.

You need a newsreader supporting ISO-8859-X standards.
The only one for Atari is OKAMI. It is one of the reasons I love this
programm.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

759. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f34ff$6pg$2@irk.zetnet.co.uk>
Source record: 80756

>And did you actually look that I included *all* of the previous postings
>(apart from .sigs) - there had been no mention of FTP in response to the
>original query at that point on my local news server. So maybe *you*
>should check before you criticize.

And if *YOU* had read my followed up follow up then you would have
seen what I said :)

>And as to your smiley, it's not exactly obvious - more of a bemused
>smirk.

You have no sense of humour whatsoever :)

AM.

I think therefore I AM.

760. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f3492$6pg$1@irk.zetnet.co.uk>
Source record: 80757

>[vbg] you been around for that long too?

Yes and No :)
I've had an Atari for at least 10 yrs, but I aint been online that
long :)

>Unfortunately not this time.. family commitments over that whole
>weekend, both on Melanie's side and my sife of the family - so have to
>give it a miss. Cadenza will be representing CyberSTrider though...

Bummer. Nevermind, there's always the next show in Nov :)

AM.

I think therefore I AM.

761. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f34ig$6pg$3@irk.zetnet.co.uk>
Source record: 80758

>I'll be there.....look out for me on the Abingdon Synthesis Projects
>stand....I'm the one with the beard..

Bring the robot too <G> :)

AM.

I think therefore I AM.

762. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dq9alz.13w9z8l1ekouyqN@srry01m02-105.bctel.ca>
Source record: 80759

Stichting ST <atarist@xs4all.nl> wrote:

> Can anybody please explain this all to me? All needed chars in my
> case are in the Atari System charset.
> So what is the problem?

NEWSie doesn't support character rempapping. If you're using the Monaco system font, visit the URL below and download a special ISO 8859-1 version of it for use with NEWSie or FireNews:

http://www3.bc.sympatico.ca/roughley/monaco.htm

Note the link is down at the moment because of system maintenance.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

763. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f34n9$6pg$4@irk.zetnet.co.uk>
Source record: 80760

>>Just what exatly is a kill file supposed to do mate?
>It filters the messages you download.

I would have said organise, it's a much nicer word :P

Umm, I never use the killfile, it's pointless to me.

AM.

I think therefore I AM.

764. Re: Atari soft/harware ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <u4StxKAhkRF3EwaE@steverosie.demon.co.uk>
Source record: 80761

In article <7f2l9f$34p$7@news5.svr.pol.co.uk>, Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> writes
>If you sell Anything Atari related please mail me with your web site or
>list. I'm talking about games, utils, upgrades of all kinds. I need to know
>where all the stuff is been sold as I seam to be a little lost on where to
>buy my Atari products from :-(
>
>Thanks, please mail me direct :-)
>
>Chris.swinson@zetnet.co.uk

Hi Chris

There's always me:) My web site 'The Atari Software eXchange' isn't quite up to speeeeeed yet, but I do have a list of Atari gear I have for sale, just drop me a line:)))

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

765. Re: Falcon FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <p4ksRTA5lRF3Ew7o@steverosie.demon.co.uk>
Source record: 80762

In article <7f2lg1$8r1$1@news4.svr.pol.co.uk>, Steve Green <SteveGreen@F
alcon030.freeserve.co.uk> writes
>Atari Falcon computer, 14mb ram, 60mb ide internal drive, mouse, joystick,
>jagpad and
>original disks inc Multitos and Magic 4 + manual. 180 pounds inc p&p in UK.
>

Why am I always broke when the bargains come up:(((((((

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

766. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <lopvFUAMoRF3Ewb3@steverosie.demon.co.uk>
Source record: 80763

In article <7f31it$a2o$3@roch.zetnet.co.uk>, Chris Simon
<osian@zetnet.co.uk> writes
>Contrary to how it may appear in this thread, you do not have to be
>called Chris and have a beard in order to be a UK Atari owner!
>
Ooooh! I don't know;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

767. trade stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <7f3771cqc1@news1.skynet.be>
Source record: 80764

lynx games i have to trade, all with box & doc: shadow of the beast, ishido, viking child, hard drivin'
jag games i have to trade: cybermorph (with doc), kasumi ninja (with box & doc)

i'm looking for various jag & lynx games
also for the st originals of dungeon master, elite, ultima v, viking child, starglider 2 (NO REEDITS !!)

i'm esp looking for a tt-ram card that works fine and can carry at least 8mb.

reply by e-mail

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org

768. Re: Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7f380g$l3a$1@nnrp03.primenet.com>
Source record: 80765

Chris Crosskey <chrisc@zetnet.co.uk> wrote:
: On 14 Apr 1999 08:34:17, Stichting ST wrote:
: >My setup is:
: >

: Try swapping the positions of the CDROM and the Syquest on the cable....try
: swapping others around too.....sounds mad, but it's similar to a prob I had
: on the ST when I had four hard-drives and a CDROM in there...if the 230Mb
: Quantum was between the host and the CD I couldn't see the CDROM with any
: CD driover I trioed, if they were the other way round everything was
: fine...SCSI is like that, it's wierd...

: chrisc

I have an absolutely untested idea. Calamus has been refusing to load
sometimes, and relogging drives fixes that. It seems to have started when
I added in a SCSI tape backup unit, which I leave powered down, or else ICD
PRO gets confused by logging a drive which is not really a drive.

On another machine, I have an old unix home drive that refuses to work
unless there is an active terminator on its unused connector. That machine
an STE, runs HDDriver.

There is such a thing as an active, in line, SCSI terminator, with Centronix
connectors on both ends. I have one. I may yet try that in various positions,
to see if that makes a difference. It looks like it was built for a purpose,
and does something useful with stubborn SCSI setups.
--
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

769. Re: trade stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7f385u$l3a$2@nnrp03.primenet.com>
Source record: 80766

ethhoack ethanphi exbeess <ethh@enemy.org> wrote:
: lynx games i have to trade, all with box & doc: shadow of the beast, ishido, viking child, hard drivin'
: jag games i have to trade: cybermorph (with doc), kasumi ninja (with box & doc)

: i'm looking for various jag & lynx games
: also for the st originals of dungeon master, elite, ultima v, viking child, starglider 2 (NO REEDITS !!)

: i'm esp looking for a tt-ram card that works fine and can carry at least 8mb.

: reply by e-mail

: ethh
: key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
: http://torpedoes.enemy.org

What country? I have an Atari TT-ram card around someplace that can carry
16 megs, but have no idea what it is worth.
--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

770. TT fast RAM card Mighty Mic 64

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7f38ql$k88$1@as102.tel.hr>
Source record: 80767

I bought Ge-Soft FastRAM card for TT Mighty Mic 64
I need jumper settings, and how memory banks are organized
(which SIMMs are bank 0 and which are bank 1)

I found 16 slots for SIMMs, and 16 Mb looks like this:

```
back
---------- ----------
---------- ----------
---------- ---------- ----------
---------- ---------- ----------
---------- xxxxxxxxxx ----------
xxxxxxxxxx xxxxxxxxxx xxxxxxxxxx

front
```

xxxxxxxxxx = 4 Mb SIMM in, ---------- = empty

How can I put 32 Mb ?

771. Zip Disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: John Graser <john.graser@bctonline.com>
Message-ID: <7f3eoi$pa9$1@nntp.or.nw.verio.net>
Source record: 80768

I'm tring to use Zip disk between an Atari Falcon and a PC with Win 98.
I heard you could format them with 4 Partitions and both the PC and Atari
could access the same disk. If I formatted a disk on the Atari only the
Atari recognizes it. I am not sure how to partition the zip disk in
Windows to 4 partitionsin case this will help?

Any ideas what I'm doing wrong?

772. Characters right

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f1jufflh4@news1.xs4all.nl>
Source record: 80795

MY brother has a W95 machine.
After many months he has the fonts on his machine good.

This means: all messages that come in are shown on his screen with
the right characters. French German, Polish, Dutch, etc.
Even he managed to get some Unicode fonts with Thai and
Devanagiri script in it and managed to put those in his Windows.

Also WWW-pages show OK on his browser. Japanese WW-pages go wrong but
he is busy trying to get that right.

he uses Papyrus PC for text.
And he can make realy multilingual text: a piece of german, followed
by a Polish quotation, a comment in French etc.

He is happy.

I am not. I also can use Papyrus and do the same things as he does
with it (I borrowed his fonts) but:

Internet messages using non-American characters are put on my Atari
screen with the wrong characters.

Is it a question of outdated Atari software or are there simply no
solutions made yet?
They talk about ISO but how do I use that.?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs

773. Re: What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990414113601.6844A-100000@hal.fishpool.com>
Source record: 80796

> I remember reading a while back on something about ICQ for Atari,
> what ever happened?

It's available, if you run MiNT. It's called mICQ.

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

774. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7f1kpbfod1@plutonium.compulink.co.uk>
Source record: 80797

Hello,

> Does this mean I will be able to visit all those German language
> websites I have always wanted to?;-)

That is the idea! :-)

And soon French ones too...

Best wishes,
Mark.

775. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f1nvmldf1@news1.xs4all.nl>
Source record: 80798

```
>on Tuesday 13-04-1999 20:23, Gordy wrote:
>
>>Does anyone know where I can get hold of a program that will translate
>>German text into English text?
>

Not a program but

On the net (Yahoo searchmachine) there are places where you can send
a document to be automatically translated.

Mostly only 1 or 2 A4's at a time for free.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

776. Re: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <3714693E.4992D7DA@studio9.demon.co.uk>
Source record: 80799

Hi Hallvard ... see post above for details of Noboxe48, an easy to get hold of commercial expander (www.padworld.demon.co.uk). Also there was a recent thread on this very subject, scroll up and you might find it. To recap: to squeeze 3 midis out of modem port requires a non-trivial circuit and software drivers. The technique employed as I understand it is to quickly switch the status of one output to three destinations, 'port switching'. As for reverse engineering the Noboxe it's creators rather wisely permanently obscured the ID's on the three IC's that it uses.

rats,
jim

Hallvard Tangeraas wrote:

> rew <rew@de-la-mare.freeserve.co.uk> wrote:
>
> > Anyone got details of how to turn the ST's (parallel?) port into a second
> > independent MIDI out.
>
> Anyone have the circuits to how to add 3 extra MIDI OUT connectors, not
> just one?
> Something to replace the expensive and hard to find commercial units
> ("Export" etc.).
>
> Hallvard
> --
> Hyperlink Launchpad: <http://www.post1.com/~hall/>
> Atari Launchpad : <http://launchpad.atari.org>
> Notator/Creator SL : <http://members.forfree.at/~notator/>

777. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371469AC.826F75D6@studio9.demon.co.uk>
Source record: 80800
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

can you ram an fpu in any ST and expect better performance? A bargain if you can surely?

jim

Levien van Zon wrote:

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

778. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <PPVapGAU3GF3EwNd@steverosie.demon.co.uk>
Source record: 80801

In article <wRNQ2.809$r52.15157@news.tpnet.pl>, Maciek Rozmus
<rozmusm@piwo.bl.pg.gda.pl> writes
><CUT>
>
>>Tricky? I found it not so tricky to install as Newsie which I never
>>managed to get it working properly.
>>CU
>>Martin
>
> Newsie ??? Strange - i'm not an internet eagle but i after 5 minutes
> i could connect and download NG.
>

I have got to agree with you! I had NO problem getting Newsie up and
running. I gave up on Okami, or something like that;), after a couple of
hours trying to get it to work!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

779. Newsie killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <7f21ta$6bt$1@roch.zetnet.co.uk>
Source record: 80802

Hi all,

I seem to remember a recent request to help out with a Newsie killfile problem (which was solved), followed by some comments about having to check all the mailboxes once the mail had been sorted, as there was no immediate way of knowing what had been put where.

If you activate the logging (which I know most folk avoid because of fears of disk corruption) then you can use the "show log file" feature to see where the mails have been put.

Cheers

Paul

780. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <3712f94d.7956651@news.demon.co.uk>
Source record: 80803

On 12 Apr 1999 23:27:39 GMT, atarimad@zetnet.co.uk (AtariMad) wrote:
>>Eh? ;) Although I'm no longer involved with AC in the depth I once
>>was, I have been around in Usenet since around 1990! Wow - 9 years...
>I noticed <G> :)

[vbg] you been around for that long too?

>See you at the show I hope :P

Unfortunately not this time.. family commitments over that whole
weekend, both on Melanie's side and my sife of the family - so have to
give it a miss. Cadenza will be representing CyberSTrider though...

Regards
Danny
--
Denesh Bhabuta

781. Query: Hybrid Arts inc. for ST..what happened?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jpk2andsnoop@my-dejanews.com
Message-ID: <7f28gc$92t$1@nnrp1.dejanews.com>
Source record: 80804

Hello, I'm wondering what happened to the Software company called Hybrid Arts Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for ST back around '86. I have been unable to locate any upgrades/updates. My version is 6.0 If anyone out there can assist me in locating such upgrades, I'd be most appreciative. Regards, James

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

782. Re: What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7f26bcdst1@athena.netset.com>
Source record: 80805

In article <7f1g79$lc5$1@nnrp1.dejanews.com>, <joska@nuts.edu> wrote:
>In article <7f1217$98e$1@nnrp1.dejanews.com>,
> Atari-Users.Net <rmahlert@my-dejanews.com> wrote:
>> Hi Gang,
>>
>> I remember reading a while back on something about ICQ for Atari,
>> what ever happened?
>
>Micq has been available for MiNT/MiNTnet for quite some time now. There was
>talk about a STiNG-port as well, but I haven't seen it yet.
>
>Jo Even Skarstein

I've been working on that from time to time. I'm having some
problems with version 4, which I've been told doesn't run properly with
MiNT net either. I've been trying to get some information out of the
developers list for micq. But so far no luck.

Please don't email me over this. If I can get it working, I'll
make the binary and the converted source available from my page. I'll
make an announcement in here as well.

Dan Ackerman
aka baldrick@netset.com

783. Re: mint help needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f26n4$8ji$1@news.campuscwix.net>
Source record: 80806

```
On 13 Apr 1999 21:37:40 , Peter John Smith wrote:
->Can someone advose please, I have mint/multitos set up & have just
->tried to replace aes 4.0 with 4.1. Problem is that when I boot up all
->looks fine with mouse pointer in the middle of the screen,But as soon
->as I touch the mouse the pointer disapears, & I no mouse pointer. This
->booting from a clean system, If I reload with eas 4.0 again all is
->fine???? ;)
->--
->Peter John Smith
-><pjsmith@zetnet,co,uk>
->.

Hi Peter. I can't help you with your mouse problem, but I can suggest
one action that will make your (MiNT) life so much better:

Buy N.aes! ;-)

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

784. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f27eosrb1@news7.svr.pol.co.uk>
Source record: 80807

On 13 Apr 1999 09:35:37 , "John Whalley" wrote:
>Derryck Croker wrote in message <7eup65qgf1@news7.svr.pol.co.uk>...
>
>[Okami]
>>Understood. Now, can anyone tell me how to get the TTP utilities run in a
>>VT52 window when run from within Okami under MagiC - or indeed other
>>programs which shell out to TTPs for some operations please?
>
>If you install TOS2GEM in your auto folder, they will run in windows, though
>I never found this to be too wonderful as something messed up the fonts

A good hint, I've no problem with fonts being messed up so far.

>WRT the main import/export/find utilities, you may find once you get started
>that running them from batch files with various switches/parameters applied
>becomes more convenient. For an example of one way of using these (for
>selective article downloads in 1.34 - I believe in v2 this is handled
>specifically) see:
>
>http://www.whalley.demon.co.uk/atari/texts/selokami.html

Thanks, that's another good hint!

>Pop the batch file icons on your desktop or make entries in Start-me-up if
>you use it.

Plenty of opportunity for automation with all this by the sound of it! :-))

I have to say tho' that I'm rating NEWSie above Okami. It's much easier to
set up and is quicker downloading news IME. Okami is ultimately much more
powerful but one pays the price with configuring that o.inf file - I spent 2
or 3 hours on it yesterday, nowhere complete but more or less functional.
It's running but I can see that there is plenty to get to grips with, for
example there's a problem with the comp.sys.atari.programmer newsgroup.
Okami says that this doesn't exist when I click on its name in the group
list - although it imported it without complaint. An issue with LFNs? I've
the message base on a VFAT partition. Okami seems to have created some Amiga
related database files too, heaven knows what's going on!

I'll probably stick to NEWSie but I'd like to know the answers nonetheless!
:-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /

/--/

785. Re: Newest version of AHDI - harddisk d

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f27eqsrb2@news7.svr.pol.co.uk>
Source record: 80808

```
On 13 Apr 1999 15:31:36 , Levien van Zon wrote:
>Thorsten Guenther (guenther@cabal.shnet.org) wrote:
>
>: 6.061, ask any archie for an appropriate ftp site.
>: Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
>: cantact Uwe Seimet and get a recent version of his HDDRIVER.
>
>Or try CBHD (which is free).

English addons are available from my web site, address in sig.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

786. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f27ersrb3@news7.svr.pol.co.uk>
Source record: 80809

```
On 13 Apr 1999 20:23:27 , Gordy wrote:
>Hi All,
>
>Does anyone know where I can get hold of a program that will translate
>German text into English text?

GEMTrade from http://www.cix.co.uk/mark_wherry
Arthur from one of the main ftp sites

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

787. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f27etsrb4@news7.svr.pol.co.uk>
Source record: 80810

On 13 Apr 1999 16:40:34 , Pat & Anna wrote:
>on Tuesday 13-04-1999 06:45, Derryck Croker wrote:
>
>>Understood. Now, can anyone tell me how to get the TTP utilities run in a
>>VT52 window when run from within Okami under MagiC - or indeed other

>You have to use TOS2GEM in the Auto folder for this but, if using Thing,

>Hey, what can I say, it works.

Exellent, works a treat! :-)) Thanks.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

788. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: dh219@cam.ac.uk
Message-ID: <slrn7h981f.31e.dh219@gin.ucam.org>
Source record: 80811
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <7evo5tcai2@feresa.bio.vu.nl>, Levien van Zon wrote:
>Can anyone tell me for how much can a new MC68882 FPU can be obtained
>these days? Thanks,

I paid about 30 pounds sterling for mine, then promptly broke the socket
on the motherboard so it's now useless!

--
yours etc. [gin and tonic.ucam.org]
01223 523183
David. (direct line/v-mail)

davidh@arsenalfc.net

789. Can't "DO-IT" from here! ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f291obgk1@news.campuscwix.net>
Source record: 80812

Robert, I know you observe this newsgroup so maybe you can help me..

For the last 2 weeks, 3-5 times daily, I've been trying to get the DOITST1H.ZIP file from ftp.rhein-main.de/pub/atari... All I've gotten so far is:

unknown host
server closed, access denied
EOF from remote server

This is trying Newsie 0.94, Aftp15b (MiNT), and using MiNTs own ftp facilities from root (tty1/vcon). No go, no go, no go, can't "DO IT" from here...(USA) ;-)

Can anybody point me to an alternative (mirror) ftp site? Thanks in advance! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

790. Re: Wizztronics

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7f2c8ecjj1@nnrp1.dejanews.com>
Source record: 80813

In article <19990409193636.24284.00000701@ng144.aol.com>,
angief18@aol.com (ANGIEF18) wrote:
> I received an email from the TOS group at Wizztronics in answere to my
> questions about their clone machine.
> I just spoke with them today and was told
> they are still working on the machine, the plan to bundle software with the
> machine, and they're working on the OS as well.
> It'll take some time, that's why they haven't update their webpage. When
> they're ready to roll out the machine, then they'll update their web page.
> Hope that makes you feel better. :)
> Sameul A. Ferrer
>
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.
>

Well, that's a little closer to what I should have said. Steve just said to me that they are not currently putting time into the project. They do have all sorts of details in the works, but as I understood him, it is currently on the shelf until a later date, not that developement has stopped completely. I don't think they will follow through with a Falcon accelerator. Steve has said on many ocassions that it is too difficult to develope a "drop in" solution for the Falcon, especially as their "developement funds" were cut quite a bit this year. Hopefully their venture into the PC market will reward them enough to get back to the real world of TOS computing;).

Mike

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

791. Re: Transfring mac files to Atari or pc?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Other World <slider@bertste.demon.co.uk>
Message-ID: <e0nHVAAnoKF3EwtK@bertste.demon.co.uk>
Source record: 80814

In article <UiMlgCAOiME3EwEH@bertste.demon.co.uk>, Other World
<slider@bertste.demon.co.uk> writes
>I have some files at work that are on a mac, and I need to transfer them to
>either Atari or Pc.
>
>Can anyone help?

Brilliant, I think I can do it now

Thanks for all the help

Rob
--
Other World

792. Re: Query: Hybrid Arts inc. for ST..what happened?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <3714B2BF.56CA747@studio9.demon.co.uk>
Source record: 80815

they did a patch editor for the Casio CZ synths, CZ Android, I have been looking
for this for a long time.
jim

jpk2andsnoop@my-dejanews.com wrote:

> Hello, I'm wondering what happened to the Software company called Hybrid Arts
> Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for
> ST back around '86. I have been unable to locate any upgrades/updates. My
> version is 6.0 If anyone out there can assist me in locating such upgrades,
> I'd be most appreciative. Regards, James
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

793. Re: Looking for 5.25 Atari disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l97$34p$1@news5.svr.pol.co.uk>
Source record: 80816

I know you can use a PC internal drive for this becasue I did this a while back and used the floppy B port on the back of my ST, all you really need is a cable and a drive. If you want to do it this way then I'll try to find the docs to wire the loom up.

Chris.swinson@zetnet.co.uk

Phantom wrote in message <7emm86$k501@news.ajou.ac.kr>...
>I'm looking for a good 5.25 Atari ST external disk drive.
>If you have one or more for sale or trade then contact me
>with price information at the following address.
>Phantomm
>phantomm@eastky.net

794. *-* Mega disczine *-*

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l99$34p$2@news5.svr.pol.co.uk>
Source record: 80817

For those of you who missed issue 1 and 2, goto the link below and you
should find issue 1 and 2 there......

ftp.funet.fi/pub/atari/mag/mega/

Issue 3 is in the pipeline to being uploaded to the FTP site, though I'll
try to add it to my site this week....

www.users.zetnet.co.uk/mega.disczine/

Mega disczine is a Atari mag based in the UK, a handfull of Atari people get
together to write the zine from STOS basic on the ST. The whole team is
STOS related so if any of you want to chat to us then you can mail me or
come to our chat room anynight from 9pm (info below). Mega Disczine's aim
is to cover not only Atari reviews and projects but also to cover more
interesting material such as ghosts/space-time anything which we may call
"alternative science". Follow my work into strange devices and special
projects also. Issue 1 & 2 will run on the Falcon as it was actually written
on STOS on the Falcon to make sure the code was compatible so if you have
problems let me know and I'll be happy to help you out.

You can mail me at chris.swinson@zetnet.co.uk or come to my IRC (chat
room)
on the X-net server from 9:00PM (UK/ London time) , the chatroom is
called #mega_disczine

I don't know of any Atari chat rooms, there are far to many servers to hunt
though so if you know of any rooms anywhere then please let me know !!

Feel free to mail me or stop by my chat room, most of the crew are online
weekends mainly but I'll be there every day from 9PM, hope to see a few of
you stop by soon !!

Chris swinson

795. IBM-Falcon HD

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l9a$34p$3@news5.svr.pol.co.uk>
Source record: 80818

I have a PC formatted IBM 1.2 gig drive 2.5" IDE, I tried it in my Falcon
and it would not find it at all, I think my HD driver is just the normal
Falcon driver for IDE drives supplied by Atari. WIll this new V7.xx driver
read PC drives ? if so where can I get a copy ?

thanks in advance !!

chris.swinson@zetnet.co.uk

P.S. can you mail a reply to me direct also, thanks !

796. Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l9b$34p$4@news5.svr.pol.co.uk>
Source record: 80819

I was just wondering how may people in the UK have a Atari computer ? I'll be of to the show on the 18th in Stafford for sure, it would be nice to know just how many people near me (local) have a Atari, as a bit of a soul booster I guess :-)

chris.swinson@zetnet.co.uk

797. Re: What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <HL4R2.715$Qd.851@news.flash.net>
Source record: 80820

On 14 Apr 1999 03:28:47 , Atari-Users.Net wrote:
> I remember reading a while back on something about ICQ for Atari,
>what ever happened?

There is mICQ for Mint, but ***STILL NOTHING FOR STING!***

PLEASE! I emplore the programming powers that be: Make a
STiNG-compatible ICQ program!!!!! It was rumored about 7 months ago,
but there hasn't been any mention of it since! Please let us know if
someone is or is not working on it. If they are, wonderful! That would
make me very happy. If they are not, then GET TO IT PEOPLE!!!!!!
PLEEEEEEEASE!!!!!!! Thanks for listening to my rant. I'll shut up now.
:)

Mike Freeman
nameerf@flash.net

798. PC-Falcon emulator ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l9c$34p$5@news5.svr.pol.co.uk>
Source record: 80821

Assuming I've got a bossted Falcon using afterburner040 or whatever, Is it possible to play PC games such as Quake on my Falcon under a emulator ?
I've seen the badmood project for Doom ages ago but never knew what happend to it, as far as I know you could only walk around the levels and that was it, any ideas for a emulator ?

thanks

Chris.swinson@zetnet.co.uk

799. STOS contactx wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l9d$34p$6@news5.svr.pol.co.uk>
Source record: 80822

If you like programming in STOS, beginner, expert or whatever then I want to here from you. Stop by my chat room on X-net #mega_disczine 9:00PM each day and say hello, I'd love to here from fellow STOSSER's out there !! or mail me if you like.....

chris.swinson@zetnet.co.uk

to see my zine written in STOS download issue 1 and 2 of my mag at .....

ftp.funet.fi/pub/atari/mag/mega/

Please stop by and sell hello sometime it would be nice for a few STOS contacts to get together and help one another and talk about code :-)

Chris Swinson

800. Atari soft/harware ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f2l9f$34p$7@news5.svr.pol.co.uk>
Source record: 80823

If you sell Anything Atari related please mail me with your web site or list. I'm talking about games, utils, upgrades of all kinds. I need to know where all the stuff is been sold as I seam to be a little lost on where to buy my Atari products from :-(

Thanks, please mail me direct :-)

Chris.swinson@zetnet.co.uk

801. Falcon FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: SteveGreen@Falcon030.freeserve.co.uk
Message-ID: <7f2lg1$8r1$1@news4.svr.pol.co.uk>
Source record: 80824

Atari Falcon computer, 14mb ram, 60mb ide internal drive, mouse, joystick, jagpad and original disks inc Multitos and Magic 4 + manual. 180 pounds inc p&p in UK.

Phone - 01258 817841 or email SteveGreen@Falcon030.freeserve.co.uk / stevegreen@zetnet.co.uk

Regards, Steve.

802. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2msp$6dj$2@news8.svr.pol.co.uk>
Source record: 80825

On 11 Apr 1999 08:38:22 , Derryck Croker wrote:
:>On 9 Apr 1999 22:53:28 +, "John Whalley" wrote:
:>>Derryck Croker wrote in message ...
:>>
:>>[Okami]
:>>>The reports that I read made setting it up look tricky - and since I'm
:>
:>>There *is* an element of culture shock if you're used to using dialog boxes
:>>for everything, but it's worth the investment in time (IMHO, of course).

:>Sounds like it's worth a look. ITMT I've returned to NEWSie,

Ah!.

:>simply because I already have an archive of messages that I'm loath to
have split over several newsreaders.

Thats the descicion phase over for me. 8~)

:>It would be nice to have a "local" newsgroup that could be accessed by
:>any reader!

A standard message pkt format would be nice, and sensible IMO. Fido
technology has the Hudson format, there's no standard for the 'net'.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

803. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2msr$6dj$3@news8.svr.pol.co.uk>
Source record: 80826

On 13 Apr 1999 06:45:25 , Derryck Croker wrote:

Did he now!!!

:>Now, can anyone tell me how to get the TTP utilities run in a VT52 window
:>when run from within Okami under MagiC - or indeed other programs which
:>shell out to TTPs for some operations please?

Yep!, install the TTP under applicat (magic's pet pussey cat) and elect it
as a TTP, after that it will be forced into a window..

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

804. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2mst$6dj$4@news8.svr.pol.co.uk>
Source record: 80827

On 12 Apr 1999 21:26:59 , Stephen Barszczak wrote:
:>Hi
:>
:>This is my first attempt with freeserve to post a message in the news
:>group, could someone let me know if they see it please?

About bloody time, another Steve, another Freeserve account, another Newsie user. So what was the problem??.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

805. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2mt0$6dj$5@news8.svr.pol.co.uk>
Source record: 80828

On 12 Apr 1999 22:35:29 , Karl Smith wrote:
:>On 12 Apr 1999 21:26:59, Stephen Barszczak wrote:
:>
:>Hi steve.
:> Got message.
:> 9th OK for me.
:> My first time at tring the news groups.

Welcome to you as well.

:> See ya Karl

I hope so.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

806. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2mt1$6dj$6@news8.svr.pol.co.uk>
Source record: 80829

On 13 Apr 1999 07:03:24 , "Marcus Backes" wrote:
:>Hi!!!
:>
:>I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!

You'l need to be looking for C.A.B. in my opinion.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

807. Re: FS Atari St User Magazine [UK Only]

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7f2mt3$6dj$7@news8.svr.pol.co.uk>
Source record: 80830

On 9 Apr 1999 12:03:59 +, "Ian King" wrote:

:>I live in Dartford,Kent.

Yo!, neighbour, i'm down in Bexley, DA5, so what system do you have.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

808. Re: Spell Checker, was ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3714DFEF.5B3451CC@cfc.dnd.ca>
Source record: 80831

Krzysztof Maj wrote:
> On Thu 08-04-1999 23:58 (-0600) Frank Lockwood wrote:
> >I've been using Spelling Sentry - used to be commercial, don't know
> >what its status is now - for over a year now, and it works with
> >everything.

> How to get it?
> Greetings from Okami Newsreader user.
> Krzysztof Maj
> <kmaj@smok.REMOVE.THIS.krakus.top.pl>

http://www.wintertree-software.com/

809. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f2mma$a4t$1@news4.svr.pol.co.uk>
Source record: 80832

Hi

>>Yes, I'm doing this ATM. Here's my KILLFILE for reference.

Just what exatly is a kill file supposed to do mate?

810. Re: Query: Hybrid Arts inc. for ST..what happened?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3714d0cc35390770@holleman.demon.nl>
Source record: 80833

on Wed 14-04-99 16:22 jim harris wrote:

>they did a patch editor for the Casio CZ synths, CZ Android, I have been looking
>for this for a long time.
>jim
>
>jpk2andsnoop@my-dejanews.com wrote:
>
>> Hello, I'm wondering what happened to the Software company called Hybrid Arts
>> Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for
>> ST back around '86. I have been unable to locate any upgrades/updates. My
>> version is 6.0 If anyone out there can assist me in locating such upgrades,
>> I'd be most appreciative. Regards, James
>>

Jim, I have CZPHONIX lying around here. It's a patch editor for the CZ
series too.

I can email the stuff if you're interested, gimme a holler.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

811. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2n9n$p7n$1@news3.isdnet.net>
Source record: 80834
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jim harris a &#65533;crit dans le message
<371469AC.826F75D6@studio9.demon.co.uk>...
>can you ram an fpu in any ST and expect better performance? A bargain if
>you can surely?

Not in an ST. The STE has an empty socket for a 68881/68882, I beleive, and so does the Falcon. The TT has an FPU as standard.

It will only be used by programs specifically compiled to take advantage of the FPU. These programs usually come as 2 executables, one that doesn't use the FPU and the that doesn't.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

812. Re: PC-Falcon emulator ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2nrciui1@news4.isdnet.net>
Source record: 80835

Chris Swinson a crit dans le message <7f2l9c$34p$5@news5.svr.pol.co.uk>...
>Assuming I've got a bossted Falcon using afterburner040 or whatever, Is it
>possible to play PC games such as Quake on my Falcon under a emulator ?

No Chance. The fastest PC emulators for the Falcon were 286. I doubt an accelerator board would accelerate it since it uses it's own processor. Not to the point of running Quake anyway.

>I've seen the badmood project for Doom ages ago but never knew what happend
>to it, as far as I know you could only walk around the levels and that was
>it, any ideas for a emulator ?
>

I'm not sure. You can download it from somewhere. Have you looked at the usual FTP sites and done a web search for "Falcon" and "BadMood" ?

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

813. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f2nreiui2@news4.isdnet.net>
Source record: 80836

Stephen Barszczak a crit dans le message
<7f2mma$a4t$1@news4.svr.pol.co.uk>...
>Hi
>
>>>Yes, I'm doing this ATM. Here's my KILLFILE for reference.
>
>Just what exatly is a kill file supposed to do mate?
>

It filters the messages you download.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

814. Re: mint help needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3714e712461d10@zetnet.co.uk>
Source record: 80837

On 13 Apr 1999 21:37:40 , Peter John Smith wrote:

Hi Peter. I can't help you with your mouse problem, but I can suggest
one action that will make your (MiNT) life so much better:

Buy N.aes! ;-)
I thought of that, But ca'nt find a supplier.:)
Pete.

815. Re: Spell Checker, was ATARIANS OF THE AMERICA UNITE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3714E979.E77A0D0A@cfc.dnd.ca>
Source record: 80838

Krzysztof Maj wrote:
>
> On Thu 08-04-1999 23:58 (-0600) Frank Lockwood wrote:
>
> >I've been using Spelling Sentry - used to be commercial, don't know
> >what its status is now - for over a year now, and it works with
> >everything.
>
> How to get it?
>
> --
> Greetings from Okami Newsreader user.
> -
> Krzysztof Maj
> <kmaj@smok.REMOVE.THIS.krakus.top.pl>

Rod MaDonald of A&D Software
http://chatlink.com/~stinformer/adsoft.htm

816. Re: ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <3714EB1A.FA929450@home.com>
Source record: 80839

Nima Montaser wrote:

> Hi,
> I just wanted to let everyone know that ScanX is now also
> compatible with the UMAX Astra 600s series of scanners,
> including 600s and 610s. These scanners are very inexpensive
> and offer good quality color/monochrome/grayscale scanning.

Any idea yet when ScanX will support the Epson scanners, particularly my
1200c? Thanks Nima!

-- Keith (email: brooksie1@home.com)
****
* Home of the Love of Labour 63 Avanti R2 *
* and the Labour of Love 62 GT Hawk *
****

817. Re: Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7f2q1r$980$1@roch.zetnet.co.uk>
Source record: 80840

On 14 Apr 1999 08:34:17, Stichting ST wrote:
>My setup is:
>

Try swapping the positions of the CDROM and the Syquest on the cable....try swapping others around too.....sounds mad, but it's similar to a prob I had on the ST when I had four hard-drives and a CDROM in there...if the 230Mb Quantum was between the host and the CD I couldn't see the CDROM with any CD driover I trioed, if they were the other way round everything was fine...SCSI is like that, it's wierd...

chrisc

818. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7f2q5o$980$2@roch.zetnet.co.uk>
Source record: 80841

On 14 Apr 1999 18:52:35, "Chris Swinson" wrote:

Stuff about the Show...

I'll be there.....look out for me on the Abingdon Synthesis Projects
stand....I'm the one with the beard..

chrisc

819. Re: What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FA72J4.KGB@cix.compulink.co.uk>
Source record: 80842

Hi Dan,

>Please don't email me over this. If I can get it working, I'll
>make the binary and the converted source available from my page. I'll
>make an announcement in here as well.

Hey, nice one Dan! seeya on IRC :-)

Chris (Jeepster)

820. Re: ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3714F165.64959DD4@ping.be>
Source record: 80843

"K.C. Brooks" a *crit :

> Any idea yet when ScanX will support the Epson scanners, particularly my
> 1200c? Thanks Nima!

I'm afraid ScanX will never support this scanner because Nima sells another
driver called Nova scan which is intended to support HP scanners and
perhaps Epson ... Am I wrong Nima ?

JO

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

821. Re: *-* Mega disczine *-*

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <7f2s3l$9jk$1@roch.zetnet.co.uk>
Source record: 80844

>For those of you who missed issue 1 and 2, goto the link below and you
>should find issue 1 and 2 there......
>
>ftp.funet.fi/pub/atari/mag/mega/
>
<Snip!>

Get them now! They are a fantastic read! I can't recomend them enough!!

Muscles

822. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Mark Wherry <mark@rvmp.co.uk>
Message-ID: <7f0imtqvf1@plutonium.compulink.co.uk>
Source record: 80871

> Does anyone know where I can get hold of a program that will translate
> German text into English text?

Apparently there is a program called GEMTrade, sponsored by Atari Computing, that does just that. It's based on the dictionaries of Ruftrade and features a modern GEM front end. I haven't registered a copy yet, but it can also run with CAB as a module and translate HTML pages without loosing the HTML! AFAIK, the current email-only registration price is 6.99 UKP, and these key only registrations are apparently available at the show this weekend.

Hope that helps.

Oh yes, the web site is http://www.rvmp.co.uk/gemtrade/

Best wishes,
Mark.

823. SV: Newest version of AHDI - harddisk driver ??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <tGQQ2.9203$x43.15802@nntpserver.swip.net>
Source record: 80872
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Levien van Zon <lvzon@bio.vu.nl> skrev i
diskussionsgruppsmeddelandet:7evmobcaa1@feresa.bio.vu.nl...
> Thorsten Guenther (guenther@cabal.shnet.org) wrote:
> : In <D_fQ2.14$HV1.167@news.get2net.dk> psloth@post2.tele.dk wrote:
> : >What is the newest version of AHDI harddisk-driver for Atari
Falcon,
> : >and where can it be downloaded ???
>
> : 6.061, ask any archie for an appropriate ftp site.
>
> : Oh, and BTW it is a waste of time to get AHDI. I'd advise you to
> : cantact Uwe Seimet and get a recent version of his HDDRIVER. That
> : software will be compatible with new hd and exchangeable media
drives
> : (PD, MO, JAZ, ZIP, etc., AFAIK even DVD-RAM).

I would also recommend HDDriver, but otherwise, you can find an updated
version of AHDI on www.soundpool.de .

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

824. SV: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <uGQQ2.9204$x43.15802@nntpserver.swip.net>
Source record: 80873

jim <jim@studio9.demon.co.uk> skrev i
diskussionsgruppsmeddelandet:37129CF4.372DB058@studio9.demon.co.uk...
> use the modem port, it's easier
>
> ingredients
> 2x 220 ohm resistors
> female 5 pin 180 degree DIN socket (ie midi socket)
> 25 pin female D-type connector
> some single core wire
> a box to stick it in

> Finally get Steinberg's export.drv/xport.drv, I've also seen it called
> modem.drv from Steinberg's FTP site and stick it in MROS folder, get
most up
> to date MROS while you're at it

> In Cubase, select 'Xport 1' from 'output' channel in arrange window

Everything correct so far.

> Works with *all* versions of Cubase ;)

Not really... Don't try to use it with Cubase Audio on a Falcon - you
simply won't be able to get it working :(
On the Falcon you'd need SoundPool's MO4, which gives you 4 extra outs
from the printer port.

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

825. Re: SV: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3713E6C2.1A91FB41@studio9.demon.co.uk>
Source record: 80874

yup well remembered, it don't work on the Falcon nor do any of the
commercial expanders such as Noboxe48. Not sure what a TT will make of it
either.

by *all* versions of cubase I was kinda referring to the, ahem, shall we say
extended demo version, which rightly or wrongly many people use ...

we need a cubase crack FAQ, should go something like this
1. Don't ask for it on comp.sys.atari.st
2. Sooner or later it will let you down, badly, miserably, horribly
3. No there aren't any reliable cracks of v3

and for the truly adventurous

4. No you can't borrow my dongle to see if you can reverse engineer it !!

;) jim

Claes Holmerup wrote:

> jim <jim@studio9.demon.co.uk> skrev i
> diskussionsgruppsmeddelandet:37129CF4.372DB058@studio9.demon.co.uk...
> > use the modem port, it's easier
> >
> > ingredients
> > 2x 220 ohm resistors
> > female 5 pin 180 degree DIN socket (ie midi socket)
> > 25 pin female D-type connector
> > some single core wire
> > a box to stick it in
>
> > Finally get Steinberg's export.drv/xport.drv, I've also seen it called
> > modem.drv from Steinberg's FTP site and stick it in MROS folder, get
> most up
> > to date MROS while you're at it
>
> > In Cubase, select 'Xport 1' from 'output' channel in arrange window
>
> Everything correct so far.
>
> > Works with *all* versions of Cubase ;)
>
> Not really... Don't try to use it with Cubase Audio on a Falcon - you
> simply won't be able to get it working :(
> On the Falcon you'd need SoundPool's MO4, which gives you 4 extra outs
> from the printer port.

>
> Best regards,
> Claes
> claes.holmerup@swipnet.se
> http://come.to/claes.holmerup

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

---

826. SV: SV: extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <FWRQ2.9222$x43.16062@nntpserver.swip.net>
Source record: 80875

> by *all* versions of cubase I was kinda referring to the, ahem, shall
we say
> extended demo version, which rightly or wrongly many people use ...
>
> we need a cubase crack FAQ, should go something like this
> 1. Don't ask for it on comp.sys.atari.st
> 2. Sooner or later it will let you down, badly, miserably, horribly
> 3. No there aren't any reliable cracks of v3

I haven't found any *reliable* ones of CAF either...

> and for the truly adventurous
>
> 4. No you can't borrow my dongle to see if you can reverse engineer it
!!

Maybe still another - how about:

5. No - the Midex/Midex+ doesn't work with _any_ of the cracked
versions... Buy the original instead ;)

It's true - I tried it to see if I could manage without the key in the
studio (I always kept forgetting the key cartridge when I went there),
but not one of the cracked copies would work with the Midex - so I still
had to try to remember the d-n key for my original Cubase... Now. it's a
little easier since I have the studio at home ;)
BTW - the Midex doesn't work with CAF either, but that's a different
story...

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

827. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3713E92F.828DFAD9@ihug.co.nz>
Source record: 80876

Hi there,

Mark Keates wrote:
>
> Are there implementations of a (standalone) Java Virtual Machine for the ST
> (i.e. 68000) or are only the browers supporting JavaScript?

I think there is a Java VM for MiNT, but it is non-graphical. I also hear
that it requires a 68030 and oodles of RAM (16Mbyte Falcon owners will be
struggling apparently!).

None of the browsers support Javascript yet. Draconis seems to be headed
towards Javascript first but in my opinion they should concentrate on a
little better adherence to HTML 3.2/4.0 first before adding Javascript.

CAB authors don't appear to be interested in adding Javascript/Java...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

828. Misc Atari Items FS (USA)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7f0tnvbp1@alexander.INS.CWRU.Edu>
Source record: 80877

Hi,

Here's some Atari ST stuff that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer pays shipping. E-Mail me or call me at
440-286-2567 evenings EST. I am also open to trade offers.
E-mail me your list to ap748@cleveland.freenet.edu

HARDWARE

I have a real gem here. The only known stand alone Atari 2600
computer system made. The Bit60 Computer made by Bit Corp.
Spectravideo made an add on adapter for the 2600 console.
This is a fully functional computer and 2600 game system.
This is the 2600 computer system reviewed in
"The 2600 Connection" issue #30 Sep/Oct 1995. I am pretty
firm on the price since this is not something your going
to find at a local flee market or garage sale. $1,000.00

Genuine Atari 2600/7800 Developers Kit. Kit was originally designed for Atari
ST line of computers. But with all the Freeware/Shareware/Comercial ST emulators
A Mac or IBM you can develop games on besides a real ST computer. Comes with
roughly 700 page manual, diskettes, and the developer board that plugs into the
Atari 7800 cartridge port. Compiles are downloaded via the computers parallel
port to the devolopers board in the 7800s cartridge port for immediate running.
$250.00

Falcon Speed by Sack Electronic
Intel 286-16mhz IBM processor board for the Atari Falcon computer
Run DOS and Windows 3.1 programs on your Falcon
Norton SI Factor of 12
Sound Support
Up to 8 Meg of IBM RAM
VGA and SVGA video modes 640x480, 800x600, and 1024x768 under Windows 3.1
Switch back and forth between TOS and DOS modes $100.00

Syquest 5 1/4" 44 meg removeable cartridges. Will be HDX formated and
verified good. each $15.00

Atari SC1224 Color Monitor. Unit is in perfect working order.
Comes with power cable. $50.00

Spectre GCR by Gadgets by Small. This is the Apple Macintosh emulator
for the Atari ST/STe/TT/Falcon computers. Includes cartridge, disks,

box, and an extra disk of misc ST utils. $40.00

Supra 2400 baud external modem. No power supply. $2.00

Fast Fax by Michtron. This is the original fax hardware/software
for the Atari computers. Works with ST 520 to Falcon. This is a
special Michtron 9600 Send/Receive Fax Modem with software. The
software is very efficient, powerfull, and simple. Send, receive,
view, log, and print, faxes. has drivers for popular printers and the
SLM804/SLM605. Use a spare 520 or 1040 as a stand alone fax machine.
Comes with special fax modem, diskettes, and manual. $30.00

GAMES

Imperium Game manual and registration card from Electronic Arts.
I no longer have the disks or box but for someone who needs
the docs here you go. $1.00

Conquest of Camelot by Sierra. Complete with box, docs, and disks $8.00

S.D.I. by Mindscape. Complete with box, docs, and disks. $9.00

Plan 9 From Outer Space by Gremlin. Complete with box,
docs, and disks. $15.00

MISC SOFTWARE

ST Control by Trio Engineering. A BASIC like language that
is closer to using normal language to program. Example
"Draw picture with Neochrome" Includes box and diskette
no manual. $5.00

BOOKS $5.00 each unless noted

Compute's Technical Reference Guide to Atari ST TOS Vol 3.
Includes fully commented C and machine language examples. $5.00
Thunder! The Writers Assistant manual. $1.00

Atari Computing Magazines $6.00 each with cover disk

Issues # 4 5 6 7 8

MAGAZINES

I have a large selection of mostly 80's and early 90's Video Game and
Computer Magazines, Books, and Newsletters for various systems.
Please E-mail me for a current listing.
--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop

File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

829. What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7f1217$98e$1@nnrp1.dejanews.com>
Source record: 80878

Hi Gang,

I remember reading a while back on something about ICQ for Atari,
what ever happened?

Thanks,
Rob
webmaster@atari-users.net

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

830. MagiC Downloads

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <xSUQ2.1751$m3.4067@news0.telusplanet.net>
Source record: 80879

```
The MagiC online downloads is now back online,
exactly 89 archives locally hosted, only the latest versions.
To have a complete index automatically sent to you,
e-mail collins@bulli.com with the words "Index Update" in the
subject.
Thankyou,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--
```

831. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <TeVQ2.1754$m3.3767@news0.telusplanet.net>
Source record: 80880

> None of the browsers support Javascript yet. Draconis seems to be
headed
> towards Javascript first but in my opinion they should concentrate on a
> little better adherence to HTML 3.2/4.0 first before adding Javascript.

Hi Chris
As far as I know, Draconis Pro 1.6 does support Javascript and
was released at last weekends Atari show.
I could be wrong?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with
tomorow//
--

832. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7f17u1$fl5$1@news.ncal.verio.com>
Source record: 80881

On 13 Apr 1999 20:23:27 , Gordy wrote:
>Hi All,
>
>Does anyone know where I can get hold of a program that will translate
>German text into English text?
>
>Thanks in Advance,
>
>Gordy.
>E-mail:tesla1@zetnet.co.uk
>Join the *All New Atari Mailing List*
>Check http://www.users.zetnet.co.uk/gordy/ for details
>Atari STE,MagiC 6,Oxford,England
>.

HI

There is a program called RUFTRADE that does the job. Most Atari FTP
sites have 'em .Look in Languages or Utilities. Sure helps in translating the docs
for some of those (excellent) german programs into english. There is another
program, but do not know the name...anybody?

Hope this helps

TIM
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

833. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq7shn.43497p1ajnuteN@pm-d08.rhein-main.de>
Source record: 80882
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,

68882-16 30-50DM
68882-33 60-90DM

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

834. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f1ardmtq2@news4.isdnet.net>
Source record: 80883

Gordy a &#65533;crit dans le message <7f093vagu1@irk.zetnet.co.uk>...
>Hi All,
>
>Does anyone know where I can get hold of a program that will translate
>German text into English text?
>
>Thanks in Advance,

You can also try http://babelfish.altavista.digital.com

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

835. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f1arcmtq1@news4.isdnet.net>
Source record: 80884

Mark Keates a �crit dans le message <8mNQ2.11625$54.3834@wards>...
>Are there implementations of a (standalone) Java Virtual Machine for the ST
>(i.e. 68000) or are only the browers supporting JavaScript?

Java VM will never work on an ST, it needs at least 16Mb RAM and even on my PII at work, it's a real dog. There is a port of Kaffe (Gnu Java clone) for MiNT, but it needs at least an 040/060 and 16Mb.

Javascript might be possible, but no browser currently supports it.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

836. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f1d1ocud1@news8.svr.pol.co.uk>
Source record: 80885

On 12 Apr 1999 22:25:51 , Paul Williamson wrote:

>I use both Newsie, which I found easy to set up for myself, and Okami
>which I could never have set up without help from Martin. However, much
>as I like Okami, be warned that 1.34 has a millenium bug problem.
Oops! It doesn't seem happy on my system either, with some redraw probs
(yes, I know that there is a redraw item in the menu).

>January 2010. I gather this has been fixed in version 2 beta, but it is
>no longer possible to register this.
Hopefully the situation will be sorted by the end of the year! :-))

>(I am pleased to say that I did not find any other problems at all.)
Fancy writing a review of Okami for Atari Computing BTW?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

837. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f1d1pcud2@news8.svr.pol.co.uk>
Source record: 80886

```
On 12 Apr 1999 21:26:59 , Stephen Barszczak wrote:
>Hi
>
>This is my first attempt with freeserve to post a message in the news
>group, could someone let me know if they see it please?
Nope, totally invisible ;-))

What was the cure for the problem you had with STinG initialising the
connection?

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

838. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f1d5i$3m9$1@irk.zetnet.co.uk>
Source record: 80887

On 13 Apr 1999 21:46:42 , AtariMad wrote:
>>>to download it with :P
>>ftp. Who would want to use a browser for a straightforward file
>>download?
>
>Note my amazing use of the smiley at the end of that line :)
>
>>There is also CAB demo v2.7 which is fine as long as you don't want to
>>use the hotlist on-line.
>
>Can't say I've ever used the demo of it, I never noticed it anywhere
>:)

I use the Demo.I make my hotlist my homepage.Everytime I want to use
the Hotlist I just click on HOME and it comes up in the Browser
window.CAB 2.7 Demo can be downloaded from my site.Address in sig.

Gordy.

E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

839. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f1d5k$3m9$2@irk.zetnet.co.uk>
Source record: 80888

On 14 Apr 1999 05:09:21 , Tim Conrardy wrote:
>On 13 Apr 1999 20:23:27 , Gordy wrote:
>>Hi All,
>>
>>Does anyone know where I can get hold of a program that will translate
>>German text into English text?

>There is a program called RUFTRADE that does the job. Most Atari FTP
>sites have 'em .Look in Languages or Utilities. Sure helps in translating the docs
>for some of those (excellent) german programs into english. There is another
>program, but do not know the name...anybody?

Hiya,

Someone sent me RUFTRADE by E-mail within 10 minutes of posting the
original message....That is a fast response....:-)

Thanks anyway,

Gordy.

E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

840. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <7f1d5m$3m9$3@irk.zetnet.co.uk>
Source record: 80889

On 14 Apr 1999 00:06:26 , "Mark Wherry" wrote:
>> Does anyone know where I can get hold of a program that will translate
>> German text into English text?
>
>Apparently there is a program called GEMTrade, sponsored by Atari Computing,
>that does just that. It's based on the dictionaries of Ruftrade and
>features a modern GEM front end. I haven't registered a copy yet, but it
>can also run with CAB as a module and translate HTML pages without loosing
>the HTML! AFAIK, the current email-only registration price is 6.99 UKP, and
>these key only registrations are apparently available at the show this
>weekend.

Does this mean I will be able to visit all those German language
websites I have always wanted to?;-)

Gordy.

E-mail:tesla1@zetnet.co.uk
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

841. Re: What happened to ICQ on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7f1g79$lc5$1@nnrp1.dejanews.com>
Source record: 80890

In article <7f1217$98e$1@nnrp1.dejanews.com>,
Atari-Users.Net <rmahlert@my-dejanews.com> wrote:
> Hi Gang,
>
> I remember reading a while back on something about ICQ for Atari,
> what ever happened?

Micq has been available for MiNT/MiNTnet for quite some time now. There was
talk about a STiNG-port as well, but I haven't seen it yet.

Jo Even Skarstein

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

842. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37144F39.1C2F@ooc.de>
Source record: 80891

Mark Keates wrote:
>
> Are there implementations of a (standalone) Java Virtual Machine for the ST
> (i.e. 68000) or are only the browers supporting JavaScript?

Java on an ST wouldn't make any sense. The ST hasn't enough memory and
is much too slow. Even a TT has not enough power for Java.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

843. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: Alan Gauton <agauton-remove@usa.net>
Message-ID: <37145060.7F9DB729@usa.net>
Source record: 80892

AtariMad wrote:
>
> >Never heard of FTP then? Or how about FTP-mail?
>
> You neglected to quote the part where I said FTP or did you just think
> that was irrelevant when making this reply?
>
> :P

And did you actually look that I included *all* of the previous postings (apart from .sigs) - there had been no mention of FTP in response to the original query at that point on my local news server. So maybe *you* should check before you criticize.

And as to your smiley, it's not exactly obvious - more of a bemused smirk.

--
AG

Remove removes to remove anti-spam measures.

Alan Gauton + Tel +44 141-548-2686
EEE Department, SPD, + Fax +44 141-552-2487
The University of Strathclyde + E-Mail ag@spd.eee.strath.ac.uk
204 George St., Glasgow G1 1XW+ http://www.spd.eee.strath.ac.uk/users/ag
---

844. Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f1ju9flh2@news1.xs4all.nl>
Source record: 80893

My setup is:

Quantum 500 Mb HD with termination ON (jumper)
TT with no terminators on the board
25p to 50p converter
flatcable 40 cm (50p)
Syquest 44Mb exchangable (terminator removed)
round cable (50p) 25 cm
CD ROM NEC CDR 510 (terminators removed)
cable 100 cm round 50p
Epson scanner Gt9000 (terminator switch SW=OFF)
passive terminator 50p

Using HDDriver scanning all SCSI the following is observed:

when there is no disk in the Syquest the CD-ROM is found and used by
SPIN.

As soon as there is a disk in the Syquest drive (does not matter
which disk, any non-bootable will do)
the CD-ROM is not found on the SCSI when booting.
ID-check with HDDriver shows him available.

Syquest ID=0 and Quantum (the internal drive of the TT) is ID=1.
CD-ROM is ID=3 and scanner ID=4. TT ID=7

Anybody any suggestion?
This behaviour is a mystery to me.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

845. Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f1jucflh3@news1.xs4all.nl>
Source record: 80894

I first explain before asking the "Burning Question".

I use Newsie for mail and newsgroups.

No problem when typing English to this group on my qwerty keybord on
my TOS-UK TT.

But I also get messages from Germany, from France and from Spain.
From people using their Atari with local TOS-version and also Newsie.
When I need German characters (umlauts) or French accented chars
then with QED or First Word PlusI can pick those chars out of the
system charset of Atari.

But when I recieve messages with nationally used 'strange' (=non
American Ascii) chars they appear wrong on my screen.
An 'a' with a umlaut on it I recieve totally different from what was
typed in onthe other end..
But seemingly within Germany they have no trouble with their chars
when sending messages through the Internet.

What needs to be done to get this riht?
Built a German TOS in my TT (and a French and a Spanish)?

I simple want to read German, French and Spanish messages with the
right characters on my screen.

Can anybody please explain this all to me? All needed chars in my
case are in the Atari System charset.
So what is the problem?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

846. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7f4n6c$1up$1@nnrp03.primenet.com>
Source record: 80695

Roger Cain <rcain@zetnet.co.uk> wrote:
: On 14 Apr 1999 11:10:52 , jim harris wrote:
: >can you ram an fpu in any ST and expect better performance? A bargain if
: >you can surely?

: No. IIRC only the TT and Falcon have sockets for the FPU.

: Even then the application needs to be programmed to recognise the FPU
: and use it (rather than the s/w FP routines).

True, but: in the hardware hacks site, and for those familiar with soldering small things, there are fairly simple insruction for putting one in. Since I also have a TT, I have not gotten a round tuit on my other machines.

There are many little utilities ported from unix, and such programs as Ghostscript, that come with both no-fpu and fpu versions. So, there is some use for an fpu if you have one.

--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

847. Re: Can't "DO-IT" from here! ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f4qb0$7o7$3@news.campuscwix.net>
Source record: 80696

On 15 Apr 1999 06:57:31 , Robert Schaffner wrote:

->www.atari-computer.de/doitarchive/index.htm
->
->The nice ISP here close the FTP for anonymus.
->Isn't funny, i know.
->
->
->Regards, Robert

No problem, those things happen. I'll try this URL.

Thanks for your help! (and I hope you gave that nice
ISP a bad thought or two!) ;-)))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

848. Re: mint help needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f4qom$7o7$4@news.campuscwix.net>
Source record: 80697

```
On 14 Apr 1999 20:00:20 , Peter John Smith wrote:
->On 13 Apr 1999 21:37:40 , Peter John Smith wrote:
->
->
-> Hi Peter. I can't help you with your mouse problem, but I can suggest
-> one action that will make your (MiNT) life so much better:
->
-> Buy N.aes! ;-)
-> I thought of that, But ca'nt find a supplier.:)
-> Pete.

Hmm...I thought N.aes was fairly easy to obtain in the UK? (unlike
the US of A... Woller thinks us Americans are on another planet as
far as I can tell!) ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

849. WANTED: Manual and info for the Mega STE's

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <SWSC6OAjZfF3Ewfj@steverosie.demon.co.uk>
Source record: 80698
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

I am after a manual and details fro the Mega STE computer. I need to
know what is what inside; where the internal SCSI fits and the pinouts,
and what fills an empty socket.

I would also like info on the 'LAN' socket.

ANY help & info for this machine will be VERY appreciated.

Thanx

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

850. ScanX and Epson Scanners- WAS Re: ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <3715FB40.1FE9@nortelnetworks.com>
Source record: 80699

Hi Keith,
As a matter of fact, I have written the code to do the
handling of Epson GT scanners as well, but I just don't have
a scanner to test it with. If I somebody lends me the
scanner for a week, I will have ScanX fully working with Epson
scanners as well.

Nima

K.C. Brooks wrote:
>
> Nima Montaser wrote:
>
> > Hi,
> > I just wanted to let everyone know that ScanX is now also
> > compatible with the UMAX Astra 600s series of scanners,
> > including 600s and 610s. These scanners are very inexpensive
> > and offer good quality color/monochrome/grayscale scanning.
>
> Any idea yet when ScanX will support the Epson scanners, particularly my
> 1200c? Thanks Nima!
>
> -- Keith (email: brooksie1@home.com)
> **
> * Home of the Love of Labour 63 Avanti R2 *
> * and the Labour of Love 62 GT Hawk *
> **

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

851. falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <37160058.E36970D7@studio9.demon.co.uk>
Source record: 80700

Hiya ...

is there a Falcon specific FAQ?

If not help with any of the following appreciated ...

1. TOS 4.01 vs 4.04, I've heard 4.01 is to be avoided as it's buggy, suppliers/cost of upgrade in UK?
2. The Falcon has a SCSI-2 and an IDE interface, so can I bung any old SCSI drive on the back and any old IDE drive inside? Any other issues relating to drives, maximum size? Is HDDriver a must?
3. Will Cubase (other than CAF) work on Falcon?
4. Falcon happy with any VGA monitor, I mean any? Are all resolution modes accessible with a VGA, ie ST hi-res?
5. Cost/supplier of audio mods in uk, ie line level and clock mods?
6. Anyone know of a free/shareware audio multitracker that can be midi synced/slaved to my STe?

tia,
jim

852. Re: ScanX and UMAX Astra 610s scanners

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <3715FB84.5B92@nortelnetworks.com>
Source record: 80701

Hi Jo,
NovaScan supports Mustek and HP only. Epson support so far is
only available by GT Look from Digital Arts.
I can provide Epson support as long as I can get hold of an
Epson scanner.

Nima

Jo Vandeweghe wrote:
>
> "K.C. Brooks" a *crit :
>
> > Any idea yet when ScanX will support the Epson scanners, particularly my
> > 1200c? Thanks Nima!
>
> I'm afraid ScanX will never support this scanner because Nima sells another
> driver called Nova scan which is intended to support HP scanners and
> perhaps Epson ... Am I wrong Nima ?
>
> JO
>
> --
> Jo Vandeweghe * dipching@ping.be
> http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
> " Sure highest mountains are not made of stone."
> * FREE TIBET *

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

853. Re: c.s.a.a alive again?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <7f537pnld1@nnrp1.dejanews.com>
Source record: 80702
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <3715aab6f366e0@tripnet.se>,
kennethm@tripnet.se (Kenneth Medin) wrote:
> Just got this article in the since long dead comp.sys.atari.announce
> group. Looks like someone is able to moderate it?

Yes indeed!

After a lengthy hiatus, the newsgroup comp.sys.atari.announce is
back. I have taken over as moderator, and just approved a posting, the
group's first in years.

I plan to update the group's charter, and will work with the Atari/Usenet
community to make the newsgroup as useful as it can be. c.s.a.a will be a
low-volume newsgroup offering news about Atari software, hardware, Web
sites, and other information relevant to Atari users. Articles may be
related to Atari 8-bit, ST, Portfolio, and PC clones.

I would appreciate your help in getting the word out about
comp.sys.atari.announce -- after such a long lull, I'm sure many
Atari-loving newsgroup readers have forgotten about this newsgroup. Of
course, I also invite folks to post any Atari-related announcements to the
group.

Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

854. Re: WANTED: Manual and info for the Mega STE's

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f51ke$8fu$1@news3.isdnet.net>
Source record: 80703
Cross-posted to: comp.sys.atari.st,alt.atari,comp.sys.atari.st.tech

Steve Stupple a crit dans le message ...
>
>I am after a manual and details fro the Mega STE computer. I need to
>know what is what inside; where the internal SCSI fits and the pinouts,
>and what fills an empty socket.

From what I've seen of Atari manuals, it wouldn't tell you much of this I guess. The manuals cover how to use the desktop and that's about it.

>I would also like info on the 'LAN' socket.
>

The "LAN" socket is an appletalk compatible serial port. You can use it to connect a Mac modem cable.

>ANY help & info for this machine will be VERY appreciated.
>
>Thanx

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

855. My Video Clips AVI, MPEG, FLC, done on my Falcon!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7f3c8i$6diu$1@spnode25.nerdc.ufl.edu>
Source record: 80704

Hello, I just finished my www page for my Guitar Pickup. There I
have Mpeg, AVI, FLC and Agif of my invention all done with my Falcon ,
Apex Media , Agate and Screen Eye .

Take a look at:

http://www.afn.org/~guitarra/files/am.html

The Falcon can do it and do it well!

Raymond

856. Re: Can't "DO-IT" from here (STILL)

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f52ijgkt1@news.campuscwix.net>
Source record: 80705

Apologies for replying to myself but...Robert, I tried that URL and did finally manage to snag the DOITST1H.ZIP file. At times the CPS was as low as 189... ;-(

Guess what the problem is now? It was password encrypted when it was Zipped. Care to send me the password, or is there something I'm missing here? <grin>

Thanks in advance!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

857. FS: MEGA ST2 $180.00obo or STE1040 Fully Loaded $700 +

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <B5oR2.236$IS2.15771@monger.newsread.com>
Source record: 80706

Please visit http://www.vcnet.com/jsfcomsrv/Inventory-sale'98-All.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems ********** FS: MEGA ST2 $180.00obo or STE1040 Fully Loaded
$700 +

Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

858. Need device for extra Midi outs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <01be876e$2e3aa460$1175a7c3@default>
Source record: 80707

I need a device that adds two or three midi outs that can work with Falcon
030 and original Cubase 2.06
Any suggestion and current used prices ?
Thanks

859. Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <37163406.0@news.madhouse.uk.com>
Source record: 80708
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

Hi All,

Good news :-)

Due to a change of plan I will now be attending the Atari Show :-)

I will be wearing a badge, please come and chat with me :-)

You will find me on Chris Crosskey's stand or wandering around :-)

I look forward to chatting to you all :-)

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

860. Re: falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7f5bvh$8dj$1@news4.isdnet.net>
Source record: 80709

jim harris a &#65533;crit dans le message
<37160058.E36970D7@studio9.demon.co.uk>...
>Hiya ...
>
>is there a Falcon specific FAQ?
>
>If not help with any of the following appreciated ...
>
>1. TOS 4.01 vs 4.04, I've heard 4.01 is to be avoided as it's buggy,
>suppliers/cost of upgrade in UK?

Difficult, I'm not even sure Atari made TOS 4.04 available as an upgrade.
Don't worry though, it shouldn't be too bad.

>2. The Falcon has a SCSI-2 and an IDE interface, so can I bung any old
>SCSI drive on the back and any old IDE drive inside?

Basically, yes. The connector is SCSI-2, but it's actually a plain SCSI-1 in
disguise. They are compatible anyway. Inside, you should use a 2.5" drive,
otherwise you'll need a special mounintg bracket.

>Any other issues
>relating to drives, maximum size? Is HDDriver a must?

Not a must, but it's faster and more reliable. You can get away with AHDI if
you're short on money.

>3. Will Cubase (other than CAF) work on Falcon?

Not Cubase 2.x because of the dongle. Cubase 3.x and later will work fine.
Of course, without audio.

>4. Falcon happy with any VGA monitor, I mean any?

Yes, any VGA will do, but you need an adapter. You'd also need one if you
run it on a TV or an SM124.

> Are all resolution modes accessible with a VGA, ie ST hi-res?

Yes for ST-High, but the RGB modes are not. In VGA the Falcon displays 480
lines. In RGB it'll be 400 (with flicker). Only some demos were programmed
with RGB only in mind.

>5. Cost/supplier of audio mods in uk, ie line level and clock mods?

In France it's 400F (UKP40) for the whole shebang (line, clock and cinch
sockets).

>6. Anyone know of a free/shareware audio multitracker that can be midi
>synced/slaved to my STe?

Digital Home Studio from SoftJee. It works like a tracker and syncs to Midi.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

861. Re: falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqbhkz.ozjwbo1mgctzgN@pm-d11.rhein-main.de>
Source record: 80710

> is there a Falcon specific FAQ?

I think DOITF030 gave you answers to all falcon special questions..
But it is mostly in german..

Take it from www.atari-computer.de/doitarchive/index.htm

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

862. Re: Can't "DO-IT" from here (STILL)

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqbh8y.1e5ytsyxu2jy8N@pm-d11.rhein-main.de>
Source record: 80711

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote:

> Apologies for replying to myself but...Robert, I tried that URL and did
> finally manage to snag the DOITST1H.ZIP file. At times the CPS was as low
> as 189... ;-(

I doni¿½t know. Transfer speed this morning (upload) was 6500 bps..
Also i test the download, nearly the same, but that was early in
the morning, fucking german internet prime time starts from 9:00 am
forwards to 2:0am next day .. :/

In this moment i have 960 cps while page updating..
Isni¿½t funny..

> Guess what the problem is now? It was password encrypted when it was
> Zipped. Care to send me the password, or is there something I'm
> missing here? <grin>

Archive passwords comes if i got a simple email for.
Sure, archives are cryptes. I like to know how use my work..

Otherways, empty ZIP, CD-R or CDRW to my hands..
The only way to get all uncrypted.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

863. Re: Can't "DO-IT" from here! ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqbh1o.1bs0xxe13587dcN@pm-d11.rhein-main.de>
Source record: 80712

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote:

> On 15 Apr 1999 06:57:31 , Robert Schaffner wrote:
>
> ->www.atari-computer.de/doitarchive/index.htm
> ->
> ->The nice ISP here close the FTP for anonymus.
> ->Isnï¿½t funny, i know.
> ->
> ->
> ->Regards, Robert
>
> No problem, those things happen. I'll try this URL.
>
> Thanks for your help! (and I hope you gave that nice
> ISP a bad thought or two!) ;-)))))

Yup, bookmark the new link, i donï¿½t know how long the isp take
to clear that closed ftp.. (i doasnï¿½t like jokes like this..)!

Today i moved my hole homepage to:

www.atari-computer.de/doitarchive/index.htm

Please add that url to your bookmarks.

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

864. Re: SMS2 OS

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7f5cnj$s6j$1@nyheter.chalmers.se>
Source record: 80713

In article <7f0206pmt1@news1.xs4all.nl>,
Freek Munniksma <munkie@xs4all.nl> wrote:
>Today i read an article in an old ST Format issue about an operating system
>called SMS2 for Atari .It came as a cartridge to be plugged into an ordinary

SMS2 is some kind of variation on QDOS (the Sinclair QL's OS).
IIRC, they use something called SMSQ in modern QL compatible hardware.

>1040.It's supposed to be multitasking and lightning fast and related to Unix
>and VMS.

Related to Unix _and_ VMS?
Could anything possibly be related to both of those? ;-)

QDOS certainly isn't very similar to Unix at all, though it definitely
is a rather nice multitasking operating system (especially for its time).

>Does anyone know anything about this? Can the code be downloaded from
>somewhere and possibly be loaded from HD?

Probably not, but you can run QDOS itself on a normal ST/Falcon using
QLem (see .sig).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

865. Re: Calling UK Atari people

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f5hlpnjh1@news6.svr.pol.co.uk>
Source record: 80714

I don'y think we have spoken as far as I can recall, you may know me from
STOSSER or Mega disczine or maybe ST+, I somtimes write the odd arctilce
from them.

I'll be at the show for sure !!!

see you all there !!!

---
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

>Have I spoken to you before?? I notice you're on zetnet, though your
>name doesn't ring a bell - maybe I just ignore the author field these
>days!
>
>Anyway, yes I have *several* Ataris and live in Gwynedd. I won't be
>coming to this show as it's a little too far for a Sunday, although
>I've been to every one up to now. As proof, in Issue 12 of AC you can
>see me with my back to the camera - I'm the balding one carrying a
>plastic bag (I think, unless anyone else lays claim to the photo!).
>
>--
>Chris Simon osian@zetnet.co.uk ! ! !
> http://www.users.zetnet.co.uk/csimon/ ! ! !
> ! ! !
>** Beware of a bearded man with a spoon up his nose ** ! ! !

866. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7f5hr5ibi1@roch.zetnet.co.uk>
Source record: 80715

On 15 Apr 1999 19:46:24 , "Roy Goring" wrote:
> Hi All,
> Good news :-)
> Due to a change of plan I will now be attending the Atari Show :-)
> I will be wearing a badge, please come and chat with me :-)
> You will find me on Chris Crosskey's stand or wandering around :-)
> I look forward to chatting to you all :-)

Will you be smiling as much as you do in your e-mails??? <bg>

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

867. Re: ScanX and Epson Scanners- WAS Re: ScanX

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7f5hhv$v8n$1@news7.svr.pol.co.uk>
Source record: 80716

Hi ,

>> Nima Montaser wrote:
>>
>> > Hi,
>> > I just wanted to let everyone know that ScanX is now also
>> > compatible with the UMAX Astra 600s series of scanners,
>> > including 600s and 610s. These scanners are very inexpensive
>> > and offer good quality color/monochrome/grayscale scanning.
>>

I'm on the look out for a scanner , and was just about to pick up
a hand held when I saw this article , where can I pick up a UMAX
scanner?

Many thanks,

Paul Mac

868. Opensource software

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7f5hlflht1@snipp.uninett.no>
Source record: 80717

```
Don't you just love it? I got my Palm yesterday, and thanks to the works
of the guys who put together Pilotlink I already have a conduit for aMail
up and running :-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

869. Re: Query: Hybrid Arts inc. for ST..wha

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7f5i1j$ea0$1@front5.grolier.fr>
Source record: 80718

Bonsoir,

I'm very interested by an update of the hybrid arts "SMPTE TRACKS"
In fact it's the only soft i own with the proper interface to read and write
smpte code, so....

cordialement,

On 15 Apr 1999 05:17:54 , Tim Conrardy wrote:
>On 14 Apr 1999 16:22:39 , jim harris wrote:
>>they did a patch editor for the Casio CZ synths, CZ Android, I have been looking
>>for this for a long time.
>>jim
>>
>>jim:
>
>B&C computer visions has Hybrid arts stuff still in stock!
>Bruce originally set me up with Edit Track.It was my first atari
>sequencer. I still use it. When the original Hybrid
>arts version did not work on my TT, he gave me the upgrade (the
>barefoot version) which Did!
>
>http://www.myatri.com
>
>I am sure Bruce has other hybrid arts stuff. Check it out.
>
>
>Tim
>**
>Tim Conrardy
>
>http://atlantis-bbs.com/dconrard/index.htm
>
>Tim's Atari Midi World
>
>**
>.

870. WANTED: TOS 2.06 chips set.

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$tB5EKAv1kF3EwpH@steverosie.demon.co.uk>
Source record: 80719
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.adverts,uk.adverts.computer

Hi

I am after a set of TOS 2.06 chips.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

871. Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f5ik6$o7n$1@news6.svr.pol.co.uk>
Source record: 80720

pleaseeeeeeeeeeeeee

tell me where they all are !!

thanks :-)

Chris

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406
-----

872. Re: Calamus news

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3716491f.3520902@news.freeserve.net>
Source record: 80721

On 13 Apr 1999 19:39:30 GMT, steve@sweet3.freeserve.co.uk (Steve Sweet) wrote:

>You have to chase the payment?!?!?!,
>Whats the point of the court then if youve gotta do your own door kicking.
Well I gather it is something to do with the small claims being only able to issue an advisory. If you wanted (and had to) chase it to its fullest extent i.e. send the police in then you need a full court order which is mucho more expense and hassle.

>Why cant the court order the payment?.
It can only initially issue an advisory which then (if needed) can be persued. At least that is the way I understood it.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk
---

873. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <wt96ERAf8kF3EwJv@steverosie.demon.co.uk>
Source record: 80722

In article <7f5ik6$o7n$1@news6.svr.pol.co.uk>, Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> writes
>pleaseeeeeeeeeeeeee
>
>tell me where they all are !!
>
>thanks :-)
>
>Chris
>

On IRC #atari #atariscne are two of them;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

874. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FA90Gx.Dnt@cix.compulink.co.uk>
Source record: 80723
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
>Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.>atari,pnet.comp.atari
>Subject: Atari Show UK
>Date: Thu, 15 Apr 1999 19:46:24 +0100
>

Hi Roy,

>Due to a change of plan I will now be attending the Atari Show :-)

I'll see you there then :-) Pity nobody else seems to be going:(

Chris

875. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f5k5hms1@news8.svr.pol.co.uk>
Source record: 80724

great wanna share what servers they are on :-)

Chris

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

Steve Stupple wrote in message ...
>In article <7f5ik6$o7n$1@news6.svr.pol.co.uk>, Chris Swinson <chris-
>swinson@mega-disczine.freeserve.co.uk> writes
>>pleaseeeeeeeeeeeeee
>>
>>tell me where they all are !!
>>
>>thanks :-)
>>
>>Chris
>>
>
>On IRC #atari #atariscne are two of them;)
>
>--
> Cheers! for now
> Steve <><
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
>Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
>Email: Last@steverosie.demon.co.uk
>
>Nick: Mocknbird Tel: 0870 7402518
>ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

876. NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7f5hkd$q1d@enews2.newsguy.com>
Source record: 80725

Well, I aquired a NEMESIS board from a guy in Finland, and I'm getting ready to install the thing (or failing that, have Alex at ATY do it for me). I wanted to find out a few things from those of you who have NEMESIS installed in their Falcons.

I remember others mentioning problems if your RAM isn't up to snuff. I upgraded my Falcon long ago with a 16 meg SIMM, but I don't recall the exact type or speed of it. What RAM type, speed, etc. is recommended for trouble free NEMESIS performance? And, is it still readily available?

Does the NEMESIS upgrade actually eliminate the Falcon SCSI bug (where the drive will momentarily freeze up for a minute, then resume it's access - normally under 256 or greater colors)?

Will the NEMESIS increase the useable serial port speed on the Falcon? I can't seem to get anything higher than 57,600 on mine now (with HSMODEM).

Is there anything else I should know or check or have done when getting the NEMESIS installed? Basically, I want to make sure the job is done right the first time so I don't have problems later. I don't want to overlook anything.

Thanks for any and all advice!

-Paul

--

Paul Nurminen (aka Nurmix)

_/ Red Light 6 Studio - El Segundo, California

* SPAM ALERT!
* (If it's there) remove "NO_SPAM_ME" before e-mailing!

877. Re: ScanX and Epson Scanners- WAS Re: ScanX

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <37165537.635A@nortelnetworks.com>
Source record: 80726

Hi Paul,
You should be able to pick up UMAX Astra 610s or
1220s from any Computer store and mail order shops.
They are very popular in both North America and Europe.
In UK, you can contact Titan Designs or System Solutions
and they can help you pick up the software and the hardware,
or you can deal with Homa Systems House directly if you want to,
in case you pick up the hardware yourself.

contact:
homa@canada.com
http://www.magma.ca/~nima

Best regards,
Nima Montaser

Paul McIntosh wrote:
>
> Hi ,
>
> >> Nima Montaser wrote:
> >>
> >> > Hi,
> >> > I just wanted to let everyone know that ScanX is now also
> >> > compatible with the UMAX Astra 600s series of scanners,
> >> > including 600s and 610s. These scanners are very inexpensive
> >> > and offer good quality color/monochrome/grayscale scanning.
> >>
>
> I'm on the look out for a scanner , and was just about to pick up
> a hand held when I saw this article , where can I pick up a UMAX
> scanner?
>
> Many thanks,
>
> Paul Mac

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

878. Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <7f5nb2$j4n$1@roch.zetnet.co.uk>
Source record: 80727

I love my Atari because.................

879. Re: Need device for extra Midi outs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <371664EF.2448418F@studio9.demon.co.uk>
Source record: 80728

Most of the ST midi expanders don't work on the Falcon. The only one I know
of (altho I'm sure there are others) is soundpool's MO4. Gives 4 outs and
weighs in at a cool 150 ukp ... not cheap!

jim

danceon wrote:

> I need a device that adds two or three midi outs that can work with Falcon
> 030 and original Cubase 2.06
> Any suggestion and current used prices ?
> Thanks

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

880. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iPee8lARjmF3Ewle@steverosie.demon.co.uk>
Source record: 80729

In article <7f5nb2$j4n$1@roch.zetnet.co.uk>, Muscles
<sean.murphy@zetnet.co.uk> writes
>I love my Atari because.................
>

A public showing of being lost for words springs to mind;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

881. Re: ScanX and Epson Scanners- WAS Re: ScanX

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37161544f36b73@ford-trucks.com>
Source record: 80730

on Thursday 15-04-1999 17:08, Nima Montaser wrote:

> You should be able to pick up UMAX Astra 610s or
>1220s from any Computer store and mail order shops.

But if you buy it and also expect to get a rebate (common here in the US)
don't be surprised to wait, and wait, and wait,... :(

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
Tell the truth - there is less to remember.

882. Re: !!!! WARNING - ERICDAN1@GTE.NET IS A RIPOFF ARTIST.!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <37168c71@news.inil.com>
Source record: 80731
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do NOT buy from this person. HE IS NOT TO BE TRUSTED!!

883. DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3716a32d@news.inil.com>
Source record: 80732

DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
erikdan@dreamsoft.com wrote in message <7f3g1q$co9$1@nnrp1.dejanews.com>...
>
>
>
>Mega st2,4mb of ram,monochrome monitor
>and lots of software
>
>cubase 3.01
>includes modules
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

884. Re: FS:Atari Mega st w/Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3716a2da@news.inil.com>
Source record: 80733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!

He has changed providers.

>erikdan1@gte.net recently posted here for 'Cubase 3.01 with all modules'
>
>I have contacted him stating i wanted it, sent the payment, and after
making
>several attempts to verify payment received, he had not responded nor did I
>recieve the package.
>
>I've stated my piece, awaiting replies...
>
>Rory

885. DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <3716a388@news.inil.com>
Source record: 80734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
DO NOT BUY FROM THIS PERSON!!!!
```

886. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3716A49A.695A@geocities.com>
Source record: 80735

Uwe Seimet wrote:
>
> Java on an ST wouldn't make any sense. The ST hasn't enough memory and is much too slow. Even a TT has not enough power for Java.
>

Perhaps it might be possible then on a emulated Atari.

But why?

I've been experimenting with Java script off on my Macintosh browser to get the idea of what surfing on a non-java browser would be like, and while it's been turned off a month, I think my browsing has worked better.

I have found ONE site that did not work (the "Punch Bill Gates" site), and that is it. On the other hand, I have had one site that would not work at all with java turned on that I navigate through effortlessly with it off.

Let's face it, besides cute little programs that dance around that are DOWNLOADED INTO YOUR COMPUTER to run (which is again not a good idea....) what does java accomplish?

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

887. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3716AE1A.20E5@geocities.com>
Source record: 80736

Thanks for the mention Rob! :)

Yeh, if you're looking for a chatroom to join in, you can E-mail some people and meet at www.atariusers.com/chat at any time... or join us each Saturday from 8-10pm Central Standard Time and we usually have a general chat session going. *
Once a month we bring in someone in the Atari scene. So far we've had Kent Kordes of Systems for Tomorrow, Jim Collins of Chromagic, and Roger Burroughs maker of ExtenDOS. We're working on more guests ranging from developers, vendors, and so forth.

We would *LOVE* to get a EUROPEAN CHAT SESSION going, and though Titan expressed interest, the word is the same... a two hour chat session would cost MONEY for the time for being on-line. Bear in mind that people overseas do not get the free local calls like we do here. (Hooray for good ole competition of local phone companies!) Nevertheless, if YOU know of a European vendor or developer that would like to advertise through a question answer section and spend time with the Atari community ON-LINE... send me a letter! I will personally stay up and help host the chat session comperable to European time.

The good news about our chat site is that it does not use JAVA, and the no-frames version works most of the time with CAB drivers. :)
(That is to say, it will work with Atari browsers).

Come join us!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

* Just wanted to let you know that this particular Saturday night (April 17th) the chat room might be sparse since we are all going out to eat to see one of our long time members off. :((He's moving) but in following Saturdays you'll usually have me and several others from our crew there.

888. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3715206e30a9fc1@smok.krakus.top.pl>
Source record: 80769

On Wed 14-04-1999 14:07 (GMT) Derryck Croker wrote:

>It's running but I can see that there is plenty to get to grips with, for
>example there's a problem with the comp.sys.atari.programmer newsgroup.

What version of Okami have you installed?

>Okami says that this doesn't exist when I click on its name in the group
>list - although it imported it without complaint.

In the directory ...\NEWS\COMP\SYS\ATARI you should have the
following files:
PROGRAMM.DBF
PROGRAMM.DBI
PROGRAMM.IDX
PROGRAMM.TIX

Do you have this files?

>Okami seems to have created some Amiga
>related database files too, heaven knows what's going on!

There must have been some messages crossposted to both atari and amiga
groups.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

889. Re: Query: Hybrid Arts inc. for ST..what happened?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7f36ru$j98$1@news8.svr.pol.co.uk>
Source record: 80770

They also made a program for the Ensoniq Mirage called 'Oasis'

I've been looking for this program for years....

very sad

In article <37150C9E.8FF966D6@studio9.demon.co.uk>, jim
<jim@studio9.demon.co.uk> wrote:

>
>
>jim

890. FS:Atari Mega st w/Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: erikdan@dreamsoft.com
Message-ID: <7f3g1q$co9$1@nnrp1.dejanews.com>
Source record: 80771

Mega st2,4mb of ram,monochrome monitor
and lots of software

cubase 3.01
includes modules

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

891. FS:Atari Cubase 3.01

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: erikdan@dreamsoft.com
Message-ID: <7f3g2lcpl1@nnrp1.dejanews.com>
Source record: 80772

cubase 3.01
includes modules

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

892. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dq9env.1jzw8jx1r692nsN@pm-d03.rhein-main.de>
Source record: 80773
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> can you ram an fpu in any ST and expect better performance? A bargain if
> you can surely?

No, only if you have software for..
(NeoN Grafix as example) (Neon needs an TT or an F030)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

893. Re: TT fast RAM card Mighty Mic 64

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7f3pqj$q7m$1@nnrp03.primenet.com>
Source record: 80774

vuk-@geocities.com wrote:
: I bought Ge-Soft FastRAM card for TT Mighty Mic 64
: I need jumper settings, and how memory banks are organized
: (which SIMMs are bank 0 and which are bank 1)

: I found 16 slots for SIMMs, and 16 Mb looks like this:

: back
: ---------- ----------
: ---------- ----------
: ---------- ---------- ----------
: ---------- ---------- ----------
: ---------- xxxxxxxxxx ----------
: xxxxxxxxxx xxxxxxxxxx xxxxxxxxxx

: front

: xxxxxxxxxx = 4 Mb SIMM in, ---------- = empty

: How can I put 32 Mb ?

Are you anywhere near Systems Solutions in England? They sold those, have documentation on them, and their jumper settings, and if you ask nicely, might even fax you a copy. I have one of those, but cannot find my copy of that documentation. Will post an answer if I find it before this scrolls off of this newsgroup.

--

_____
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

894. Re: Zip Disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7f3q00$q7m$2@nnrp03.primenet.com>
Source record: 80775

John Graser <john.graser@bctonline.com> wrote:
: I'm tring to use Zip disk between an Atari Falcon and a PC with Win 98.
: I heard you could format them with 4 Partitions and both the PC and Atari
: could access the same disk. If I formatted a disk on the Atari only the
: Atari recognizes it. I am not sure how to partition the zip disk in
: Windows to 4 partitionsin case this will help?

: Any ideas what I'm doing wrong?

On information and belief only, you need HDDriver to do a format that both
machines recoginize. If I am wrong, somebody will let me know about that.

--

---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

895. Re: Query: Hybrid Arts inc. for ST..what ha

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7f3rt3qsu1@news.ncal.verio.com>
Source record: 80776

On 14 Apr 1999 14:25:25 , jpk2andsnoop@my-dejanews.com wrote:
>Hello, I'm wondering what happened to the Software company called Hybrid Arts
>Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for
>ST back around '86. I have been unable to locate any upgrades/updates. My
>version is 6.0 If anyone out there can assist me in locating such upgrades,
>I'd be most appreciative. Regards, James
>
>James:

Hybrid Arts was taken over by BAREFOOT software and they produced Edit
track Platnum. They are no longer however. I did hear that someone is
working on a new version. Time will tell. I really loved the Hybrid
arts stuff. It can do things that Cubase can't! For example, on the
barefoot version, it has a 3 -d control for controller messages on 2
axis's. On one midi channel, you can control panning (controller no
10) and on another you can control volume. You can move these
parameters in a "joystick" type fashion. Of course any parameter can
be assigned to any axis. Going off here!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

896. Re: Can't "DO-IT" from here! ;-(

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <1dqah0s.1vrrcxm1i4abs0N@pm-d23.rhein-main.de>
Source record: 80777

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote:

> Robert, I know you observe this newsgroup so maybe you can help me..
>
> For the last 2 weeks, 3-5 times daily, I've been trying to get the
> DOITST1H.ZIP file from ftp.rhein-main.de/pub/atari... All I've gotten
> so far is:

www.atari-computer.de/doitarchive/index.htm

The nice ISP here close the FTP for anonymus.
Isnï¿½t funny, i know.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.rhein-main.de/people/robert/index.htm

897. Re: Query: Hybrid Arts inc. for ST..wha

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7f3sq2qsu2@news.ncal.verio.com>
Source record: 80778

On 14 Apr 1999 16:22:39 , jim harris wrote:
>they did a patch editor for the Casio CZ synths, CZ Android, I have been looking
>for this for a long time.
>jim
>
>jim:

B&C computer visions has Hybrid arts stuff still in stock!
Bruce originally set me up with Edit Track.It was my first atari
sequencer. I still use it. When the original Hybrid
arts version did not work on my TT, he gave me the upgrade (the
barefoot version) which Did!

http://www.myatri.com

I am sure Bruce has other hybrid arts stuff. Check it out.

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

898. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: trevor@cyberspc.mb.ca
Message-ID: <7f3uoc$9cp$1@canopus.cc.umanitoba.ca>
Source record: 80779

GIANT ATARI ST HARDWARE / SOFTWARE / MAGAZINE / BOOK BLOWOUT!

Yes, our sale is still happening! All prices knocked down another notch. Check it out!

The Winnipeg ST User's Group (STUG) is having a huge fundraiser to help keep our still-going-strong user group in good health, clear out some useful software that isn't getting much use, and help members do the same. The majority of the proceeds from all sales will go directly towards helping the club which has been promoting Atari since 1986 in Manitoba, Canada.

Please look through our list and pick out something you can provide a good home to. All hardware/software is fully guarenteed for 2 weeks from receipt. Everything comes with full email tech support from a knowledgable STUG member, we'll try our best to help you out!

If you want a whole bunch of stuff, discounts are available. Let us know what you think is a fair price. We just want good homes for all this STuff!

Every item purchased includes an issue of the STUG Chronicles (our newsletter) FREE!

All prices are in US$ funds as most sales tend to be to the US and so it makes everything easier that way. Canadian prices should be calculated accordingly.

Shipping is extra and NOT included in the price listed.

Thanks for helping out our user group!

Trevor Cordes - STUG President
trevor@cyberspc.mb.ca

==========
SOFTWARE / BOOKS
==========

Diamond Back II - great backup program to most any media $3 `
disk only

Degas Elite - brand new! original disk envelope is unopened! $10
disk/docs

Ultimate Virus Killer - disk only $11

Oh No! More Lemmings - great puzzle game by Psygnosis $6 `
disk only

ExtenDOS Pro 2.4B - the best CD-ROM accessing software for the Atari $15
access any standard CD on your Atari! Play audio CD's! Supports
most drive models.
disk/docs/bag

Jaguar/STUG T-shirts - gorgeous black XLG Fruit-of-the-Loom T-shirts $12 per
with our club's logo on the front and on the back "Jaguar"
in huge red lettering (like on the Jag box) with eerie yellow
eyes above it and "64-bit interactive multimedia system" written
below. Brand new never worn leftovers from a show we attended.

Batman game based on 1st movie by Ocean - fun! $7 `
disk/docs/box/sticker

TT030 Manuals - near mint original TT manuals $6 each

TT/ST RAM Expansion Board Manual - install instructions $4

TTM195 Manual - for the 19" mono TT monitor, multilanguage $5

PTC1426 Manual - for the color TT 14" monitor, bit warped $5

1040 ST Manual - original, 1 each from 86 & 87, good condition $5 each

Diamond Edge $3
disk/docs (

Diamond Back 2 $3
disk/docs (

Quick ST/STe/TT v3 $3
disk/docs (

STalker 2 - older version probably upgradable $3
disk/docs (

STeno 1 - older version probably upgradable $3
disk/docs (

Wordflair - the integrated document processor v 1.1 $12
disk/docs/box =

Intermediate and Advanced Atari ST Subjects by Ralph Turner $3
Turner's books are great guides for ST'ers to learn more
book =

Turner's Third Book of Atari ST Topics $3
book =

Speedo Starter Kit - incl SpeedoGDOS and 20 bitstrn Speedo outline fonts $9
and 5 disks of fonts from Toad computers; 9 disks in all!
disk/docs =

Speedo GDOS full version manual/user's guide (only - no disks) $3 `
beautiful mint condition manual, in English and French
book `

Original Atari GDOS - 2 disks, published by Atari $3
disk =

FSM GDOS - 5 disks $3
disk =

BentleyBear Magical Math II, educational, published by Atari $3
disk =

SimCity the city simulator - plays great, great game! $3
disk =

Marble Madness - from the arcade version, great fun! $3
disk/docs =

EPYX World Games - challenge yourself or a friend in different events! $3
disk/docs =

Accolade Test Drive $6
disk/docs =

Test Drive II - the duel, European challenge addon, the supercars addon $3
great car racing game with 2 bonus packs of cars! 4 disks
disk =

Dungeon Master - includes Secrets of Dungeon Mastery book $3
considered by some to be the best ST RPG game ever!
disk/docs =

Le Livre du Graphisme $3
disk -

Word Writer ST - a fast easy to use word processing system $4
from Timeworks that can interface with their Spreadsheet & DB
disk/docs/box -

Image Cat - complete graphics cataloging system for all Atari ST computers $3
disk/docs -

Le Livre de 1st Word Plus - formation, exemples et applications $3
a book in French, 200 pages hardcover, looks at 1st Word processor
in depth, mint condition, comes with disks

GramSlam - grammar and style checker, checks for 1200 errors, $3
can run as an ACC or PRG, works with all word processors
disk/docs -

OSS Personal Pascal v2 $9
disk/docs `

OSS Personal Pascal v1.02 $4
disk/docs `

Dr.T's Roland D-50 Editor/Libr $28
disk/docs `

Roland D-50 Synthesizer $550
great condition classic synth, $250 price drop!! `
includes the above software and some patch files

Leisure Suit Larry 2(?) Looking for Love... $4
disk/docs/box classic sleazy fun w/pixelated nudity by Sierra `

Universal Military Sim (UMS) $3
disk/docs/box looks great especially in mono `

Warp9 - speed up the graphics on all TOS machines lots! $14
disk/docs `

STalker 3 - best telecomm modem software $19
disk/docs/box `

STeno 2 - best text editor works great with STalker $11
disk/docs `

Improve Your Golf Game w/ Richard Zokol - VHS NTSC video; brand new; $3
shrinkwrapped, approx 30 mins

PC Guide to Connectivity - Networking book for PC's ZiffDavis 470p $24
BOOK mint condition 1995

Word for Word disk+dox - crossword puzzle creator $3,

Assempro disk+dox - assembly language compiler $3,

E-z calc disk+dox - good spreadsheet $3,

Megatraveller disk b only+dox - game; missing disk A it would seem $2,

Neodesk v2.0 disk only - might be upgradable $3,
the famous desktop replacement

Advanced art studio disk only - paint program from Rainbird $3,

EKG teaching disk only - By mad scientist software - educational $3,
EKG parts/ rhythms and pathology recognition

Fleet street pub v1.0 disk only - 3 disk set - top notch DTP program $3,

Universal item selector v1.0 disk only - the best file selector replacement $2,

Sim City disk only - very addictive simulation game - needs manual $2,

Pipe dream disk only - game; may need a manual for copy protection $2,
by lucasfilm, so you know it's good!

Night shift 2disks disk only - game; may need a manual for copy protection $2,
by lucasfilm, so you know it's good!

Omega disk only - strategy game by Origin $3,

Red storm rising disk only - submarine simulation 2disks $3,
one of the best realtime strategy sim games for the Atari!
amazing sim of realtime submarine combat

M1 Tank platoon - amazing tank sim game; this pack comes with the Atari $8
AND DOS/PC versions on floppy as well as the famous heavy MPS manual;
the PC version will run on ANY old PC, even 286 & earlier;
disk/docs/box

Balance of power disk only - strategy game; manual needed $3,

Crack'ed disk only - game published by Atari $3,

Z-ram diagnostics disk only - v1.1 for use with Z-Ram RAM upgrades $2,

Aegis animator disk only - animation generator and viewer $3,

Dac easy accounting disk only - accounting software 2disk $3,

All four Lexicor paint/rend/ani software packages below for only $28, !!!!

Prism paint v1.5b disk only - 4disks - top notch paint program $12,

Prism render tt030 disk only - v1.03 top notch rendering program $13,

Chronos keyframe animator tt030 v1.3 - disk only - amazing animator for TT $15,

Chronos keyframe animator v1.3 3disks - disk only - amazing animator $15,

Cyber studio set - hundreds of dollars of great CAD/paint/render software!
cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02,
cad-3d, plotter & drivers, human design disk, cartoon design disk,
cyber control - disks only $21,

Space quest 3 hint book (book only) $3,

GFA Basic Manual - appears to cover v3.0 and 3.5 and compiler 3.0 $4
book only

Michtron gfa basic version unknown, 3 ring binder (book only) $3,

Michtron bbs v3.0 (book only) $2,

Macro Mouse by Antic disk only $3 `

Migraph drawing utilities set - includes TouchUp, MergeIt and Scan&Save
disks only, manual for mergeit $7 `

SwiftCalc ST by Timeworks - great spreadsheet with graphing 2disks
disk only $8 `

Word Writer ST by Timeworks - great graphical wordprocessor
disk only $3 `

Interlink ST - packaging/box only (no disk, no manual), beautfiul $3
black plastic videotape style box with the company logo all
over; slides into a white Interlink box

Windows Internet Tour Guide BOOK - 344p softcover, includes CD-ROM with $7 s
everything you need to get a PC on the net with Windows 3.x,
have an old 2/3/486 lying around? get it on the net the easy way!

==========
HARDWARE
==========

SyQuest EZ-Flyer 230MB SCSI external removable hard drive w/1 cart $84 h
Perfect for a Falcon or TT with a SCSI port or any other ST with an
ICD Link or other host adapter.
This is the great little 3.5" SyQuest disk system that holds 230MB
per cartridge. It can read and write the older 135MB cartridges also!
It is in a rugged and cool-looking external portable case. It is a
quick and cheap way to add a hard disk or unlimited removable storage
to any system.
It comes with the A/C adapter, SCSI cable (depending on what kind you
require, email for info), one 230MB cartridge disk and the drive
itself. Everything is in perfect working order and there are no bad
sectors on the cartridge. It is guarenteed to work for 2 weeks after
receipt. Includes FREE shipping in cont USA/Canada!!!!!

SyQuest 88MB cartridges only $32/each or 5 for $119 h

Printer support stand - 2 plastic legs designed to hold the printer $4 h
up over the paper which goes underneath. Works best with larger
dot matrix printers and continuous feed paper. Sturdy smokey-clear
plastic and rubber pads to support the printer.

Chinon CDS-435 SCSI CD-ROM drive 1X - was working fine but one $10 h
day stopped accepting disks (it just ejects them);
this drive has had the ROM upgrade to make it more compatible
with other computers

CapeTronic 1200 baud external modem w/builtin A/C adapter & vol control $10 h.
great starter modem for an ST or 8-bit; includes phone cable;
serial cable for ST/TT available for only 5 bucks more

Packard Bell 1200 baud external modem $9 h
great starter modem for an ST or 8-bit; includes phone cable
and A/C adapter; serial cable for ST/TT available for 5 bucks more

Atari 1200 baud external modem - classic modem $10 h.
great starter modem for an ST or 8-bit; includes phone cable
and A/C adapter; serial cable for ST/TT available for 5 bucks more

GVC 2400 baud external "super modem" with full manual $17 h-
great starter modem for an ST or 8-bit; includes phone cable
and A/C adapter; serial cable for ST/TT available for 5 bucks more

Pengo 25-pin data switchbox (2 to 1) for modems or printers $10 h.

5.25" floppy drive mech, stopped working recently, perhaps revivable $3 h`

Mouse pad by Moustrak Inc. - grey $3 h=

Modem/serial/printer cable 25 male to 25 male Dsub approx 5' $5 h

Original Atari mouse, guarenteed working $12 .

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your $18 .
clock automatically every time you boot. Includes box,
software and hardware. Suggested retail was $57.95. Brand new.
No guarentee on lithium battery (estimated 10 year lifespan)

Atari ST VT-100 emulator cartridge, weird antique cartridge from way $8 .
back when. For the hardware collector buff. Plug it in and
boot your ST and up pops a TOS-based terminal program!

Syquest 44MB removeable hard drive w/1 cartridge $72 .
in 2-bay (1 bay free) "shoe box" style external case including
host adapter so you can hook this drive directly up to any
ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive.
Includes DMA cable and software. Everything you need to get going!

Syquest 44MB cartridge $27 each; 3 or more $20 each

Monitor Master, switch between color & mono with a flick of a button! $3 =

Golden Image optical mouse - no ball, super light, amazing mouse! $3 `
minorly broken, button sometimes works and sometimes doesn't,
and it often doesn't want to move right; comes with special
gridded mouse pad

Atari SC1224 RGB Color Monitor $34
docs =

Atari SC1224 RGB Color Monitor - minor problem: the power button switch $19
won't stay pushed in unless you hold it; fix or replace with a
switch from Radio Shack; otherwise works perfect with great picture
docs =

Spectre GCR - the premiere Macintosh emulator - complete and upgraded! $31 =
disk/docs/cable =

Epyx hand conformed joystick $3 =

3 1/2" Oceanic America Master-3S external floppy drive $35 =

3 1/2" external floppy drive - unbranded, sturdy slim metal case $29 -
with floppy cable and power supply

Atari 3 1/2" external floppy drive; flakey - reads ok sometimes $18 -
but most of the time doesn't; perhaps fixable; sold as-is
with a working power supply and floppy port cable

Epyx 500XJ joystick - minorly broken, probably fixable or usable for parts $2 `

Atari Mega STe computer 16Mhz 4MB RAM, 300MB+ hard drive $288
HUGE PRICE REDUCTION - was $425!
Now with both a working keyboard and a keyboard with a couple
of broken keys (for spare parts), and also now with 4MB instead of 2!
Great computer with BIG hard drive.

Atari 520 STf $20 .
no floppy disk drive; includes power supply; add 5 bucks for a mouse

Atari 520 STf $43 .
with DS disk external drive; add 5 bucks for a mouse

Atari 520 STfm $23 .
dead internal power supply (looks like it melted down);
probably repairable or certainly usable for parts; this is the
model with internal DSDD floppy drive and TV output

External Power Supply for the Atari 520 ST $18 .

Atari 1040 STf bare $68 .
add 5 bucks for a mouse, 1 buck for a manual, 1 buck for a power cord

Atari 1040 STf bare, needs repair: slight wobble in picture output $33 .
and internal floppy drive is dead, everything else appears fine;
fix or use for parts;
add 5 bucks for a mouse, 1 buck for a manual, 1 buck for a power cord

Atari 1040 STfm $76 .

Atari external floppy drive $26 .

Atari Color monitor $42 .

Atari Mono monitor $32 .

2 Wico hand-formed joysticks $3 -
1 in perfect condition; 1 sticks a little

"IBM Services" mouse mat; attractive plastic over foam base $3 h

==========
DISKS
==========

Pre-used floppy disks with various junk on them. Sorry, no guarentees
on these, but most should be fine. Take an additional 20% off if you
buy 25 or more disks! Buyer pays shipping.

DSDD noname 5 cents each !!!
DSDD namebrand 10 cents each !!!
DSHD noname 15 cents each !!!

==========
MAGAZINES
==========
*** MUST SELL THESE MAGAZINES TO GOOD HOME! SEE BELOW! ***

PRICES SLASHED! Now only 19 cents per single mag, 24 cents per single mag
w/copy of disk, and only 39 cents per mag with original disk! Original
disks by themselves (no mag) only 29 cents each! Buy 10 or more mags
and/or disks and get an additional 10% off!

Buy the whole lot (1 copy of each issue, no duplicates, no disks)
for only $2.5!

*** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW ***
Buy the whole lot (1 copy of each issue, no duplicates) *including*
disks (1 copy of each disk, no duplicates) or copies where available
(around 31 disks) for only $3.5! BONUS! Just found 6 new ST Format
disks added to the list for only 50 cents more (price was $3).
*** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW *** WOW ***

All prices do not include shipping. Shipping is extra. Will gladly ship
internationally!
!!!

STart
1.3x1 2.1x1 2.2x1 2.5x1 3.1x1 3.4x1 3.5x1 3.6x1
3.7x2 3.8x1 3.10x2 3.11x1 3.12x3 4.1x2 4.2x2 4.3x2 4.4x2
4.5x1 4.6x1 4.8x1 4.9x2 4.10x1 4.11x1 4.12x1 5.1x3 5.2x3
5.3x1 5.7x2 SPC 3x1

Atari Explorer
3-4/91 5-6/92 7-8/92

Phoenix Taf Newsletter (5 cents each! Toronto Atari Fed newsletter)
6/93x6

Atari User
Nov91x2 Feb92

!!!

STart disks (originals)
3.6x1 3.10x1 4.4x1 4.5x2 4.6x1 4.7x1

STart disks (STUG backups with nice labels)
3.4 3.5 3.6 3.7 3.8 3.9 3.10 3.11 3.12
4.1 4.2 4.3 4.4 4.5 4.6 4.7 4.8 4.9
4.10 4.11 4.12 5.1 5.2 5.3 5.6 5.7

Compute's Atari ST disks (STUG backups with nice labels)
4 5 6 8

ST Format
34 35 35b 37 38 38b 41

Bre PD disk
926

--
E-Mail: trevor@cyberspc.mb.ca

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment. Hundreds of trade
references are available upon request. I've been buying and selling on the
net since 1992!

Check out my other forsale lists at http://www.mb.imag.net/~trevor/forsale.html

899. FS: $79 SyQuest EZ-Flyer 230MB SCSI external removable hard drive REDUCED

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: trevor@cyberspc.mb.ca
Message-ID: <7f3usr$9ed$1@canopus.cc.umanitoba.ca>
Source record: 80780

$79 price includes free shipping!!!

Perfect for a Falcon or TT with a SCSI port or any other ST with an
ICD Link or other host adapter.

This is the great little 3.5" SyQuest disk system that holds 230MB
per cartridge. It can read and write the older 135MB cartridges also!
It is in a rugged and cool-looking external portable case. It is a quick
and cheap way to add a hard disk or unlimited removable storage to any
system.

It comes with the A/C adapter, SCSI cable (depending on what kind you
require, email for info), one 230MB cartridge disk and the drive itself.
Everything is in perfect working order and there are no bad sectors on
the cartridge. It is guarenteed to work for 2 weeks after receipt.

Only $79 including free shipping anywhere in cont USA and Canada!

Also forsale: spare cartridges for the 88 MB SyQuest drive:
Carts only $33/each or 5 for $115
All of them are geniune SyQuest brand.
NO bad sectors
(except 1 cart might have had 1 or 2 if I remember correctly)

Guarenteed to work as expected.

Also forsale: spare carts for 44 MB SyQuest drives
$29 each; 3 or more $19 each

--
E-Mail: trevor@cyberspc.mb.ca

All prices in US$. Prices do not include shipping unless otherwise stated.
Will ship anywhere in the world. Terms are usually payment up front. Items
are always shipped within 24 hours of receipt of payment. Hundreds of trade
references are available upon request. I've been buying and selling on the
net since 1992!

Check out my other forsale lists at http://www.mb.imag.net/~trevor/forsale.html

900. Re: German to English Translater

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f423pvhn1@news5.svr.pol.co.uk>
Source record: 80781

On 14 Apr 1999 06:38:46 , Gordy wrote:
>On 14 Apr 1999 00:06:26 , "Mark Wherry" wrote:
>>> Does anyone know where I can get hold of a program that will translate
>>> German text into English text?
>>
>>Apparently there is a program called GEMTrade, sponsored by Atari Computing,
>>that does just that. It's based on the dictionaries of Ruftrade and

>Does this mean I will be able to visit all those German language
>websites I have always wanted to?;-)

You missed the fact that the reply to your message was written by the
author of the program in question! :-)

The answer is yes, it will.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

901. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37157fea7c75661@holleman.demon.nl>
Source record: 80782

on Wed 14-04-99 19:14 John Whalley wrote:

>Hi Derryck,
>
>Derryck Croker wrote in message <7f27eosrb1@news7.svr.pol.co.uk>...
>
>>I have to say tho' that I'm rating NEWSie above Okami. It's much easier to
>>set up and is quicker downloading news IME. Okami is ultimately much more
>>powerful but one pays the price with configuring that o.inf file - I spent
>2
>>or 3 hours on it yesterday, nowhere complete but more or less functional.
>
>Once you've got the configuration sorted out, though, you only have to do
>minor edits now and again. The learning curve is rather steep, I admit.
>Personally I never could get on with NEWSie's interface, and I had redraw
>problems etc. What finally killed all interest for me was the number of
>people who seemed to have trouble with it doing weird low-level things
>corrupting drives. Not sure if it's fixed now, but it rather put me off it.
>
>>It's running but I can see that there is plenty to get to grips with, for
>>example there's a problem with the comp.sys.atari.programmer newsgroup.
>>Okami says that this doesn't exist when I click on its name in the group
>>list - although it imported it without complaint. An issue with LFNs? I've
>>the message base on a VFAT partition.
>
>May be: I never used it on a VFAT partition and never used that newsgroup
>with it, but ISTR there were some reports of problems with LFNs and VFAT
>partitions under MagiC: apparently it's fine under MiNT/MinixFS, FWIW.
>
>Maybe someone here who uses it with MagiC/VFAT who knows more?
>

Hi,

I use Okami on MagiC, but the partition it sits on has no VFAT enabled.
Works flawlessly though... I gather there's something wrong with Derrycks
"active" lines too...

>>Okami seems to have created some Amiga
>>related database files too, heaven knows what's going on!
>
>New one on me: have you got them listed as active in O.INF, possibly?
>
I recall the later fixes from Jos were about handling of LFN, but
appearently 2.0 is no longer available? Not sure about that, actually.

Anyway, I'm glad I got Okami, it works great and Newsie only does a job
here for online reading. No problems with that either, version 0.92

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

902. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7f44r3$do7$1@roch.zetnet.co.uk>
Source record: 80783

On 14 Apr 1999 11:10:52 , jim harris wrote:
>can you ram an fpu in any ST and expect better performance? A bargain if
>you can surely?

No. IIRC only the TT and Falcon have sockets for the FPU.

Even then the application needs to be programmed to recognise the FPU
and use it (rather than the s/w FP routines).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

903. Re: IBM-Falcon HD

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37159B91.4322@ooc.de>
Source record: 80784

Chris Swinson wrote:

> I have a PC formatted IBM 1.2 gig drive 2.5" IDE, I tried it in my Falcon
> and it would not find it at all, I think my HD driver is just the normal
> Falcon driver for IDE drives supplied by Atari. WIll this new V7.xx driver
> read PC drives ? if so where can I get a copy?

You can try the demo version of HDDRIVER:
http://acp5.chemie.uni-kl.de/seimet/atari_english.html.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

904. Re: Zip Disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37159C2A.4D40@ooc.de>
Source record: 80785

John Graser wrote:

> I'm tring to use Zip disk between an Atari Falcon and a PC with Win 98.
> I heard you could format them with 4 Partitions and both the PC and Atari
> could access the same disk. If I formatted a disk on the Atari only the
> Atari recognizes it. I am not sure how to partition the zip disk in
> Windows to 4 partitionsin case this will help?
>
> Any ideas what I'm doing wrong?

Windows doesn't recognize the Atari partition format. You can create
media with a single partition that is both TOS and DOS compatible with
HDDRIVER. In this case no additional software is required to exchange
data between Windows and TOS. Or you install MagiC, FreeMiNT or Big-DOS
on your Atari. In this case you can use purely DOS compatible partitions
if an appropriate hard disk driver like HDDRIVER is installed. For more
information refer to the demo version of HDDRIVER:
http://acp5.chemie.uni-kl.de/seimet/atari_english.html

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

905. c.s.a.a alive again?

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3715aab6f366e0@tripnet.se>
Source record: 80786

Just got this article in the since long dead comp.sys.atari.announce
group. Looks like someone is able to moderate it?

```
------------------
Path: news.tripnet.se!newsfeed1.telenordia.se!algonet!howland.erols.net!news-out.supernews
.com.MISMATCH!remarQ73!supernews.com!remarQ.com!remarQ69!news.remarQ.com!savetz
From: Kevin Savetz <savetz@northcoast.com>
Newsgroups: comp.sys.atari.announce
Subject: ST>Atari ST/TT/Falcon disk magazine "ST News" web site
Date: Wed, 14 Apr 1999 22:20:00 -0700
Organization: Posted via RemarQ Communities, Inc.
Lines: 19
Approved: csaa@savetz.com (comp.sys.atari.announce)
Message-ID: <savetz-140419992220004279@ccm19015.humboldt.perki.net>
Reply-To: karies@wxs.nl
NNTP-Posting-Host: 208.25.167.65
NNTP-Posting-Date: Thu, 15 Apr 1999 05:19:58 GMT
X-Trace: 924153598.639.66 ZGM1HNE6NA741D019C usenet1.supernews.com
X-Complaints-To: newsabuse@remarQ.com
Mime-Version: 1.0
Content-Type: text/plain; charset=ISO-8859-1
Content-transfer-encoding: 8bit
Mail-Copies-To: poster
User-Agent: YA-NewsWatcher/4.0.0
Xref: news.tripnet.se comp.sys.atari.announce:2

From: karies@wxs.nl (Richard Karsmakers):

This message is to make you aware of the "ST News Lamentation Page", a
site where the life and times of the Atari ST/TT/Falcon multi-media
disk magazine "ST News" (1986-1996) are dwelled upon. It's located at
"http://stnews.atari.org".

The site boasts the most complete gathering of "ST News"-related
information, including an Ultimate Reference Guide, a download section
where all 42 issues of "ST News" ever unleashed on mankind can be
found, a gallery of pictures (including ones of quite a few people in
the 'Atari scene') and a link to the "ST News International Christmas
Coding Convention 2000" organisation and information site. To round it
off, the site is littered with links to over 200 sites somehow related
to "ST News" or the 'Atari Scene' in general.

The "ST News Lamentation Pages" are a huge success and have been
visited almost 14,000 times since their inception in May 1998. Come
visit to see how alive and kicking the Atari still is!
------------------
```

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

906. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7f4a8e$io0$1@news1.xs4all.nl>
Source record: 80787

On 14 Apr 1999 15:31:54 , Neil Roughley wrote:
>Stichting ST <atarist@xs4all.nl> wrote:
>
>> Can anybody please explain this all to me? All needed chars in my
>> case are in the Atari System charset.
>> So what is the problem?
>
>NEWSie doesn't support character rempapping. If you're using the Monaco
>system font, visit the URL below and download a special ISO 8859-1
>version of it for use with NEWSie or FireNews:
>
>http://www3.bc.sympatico.ca/roughley/monaco.htm

There was a lengthy discussion in a Dutch discussion group about it that
problably inspired Ronald to start the thread. But, as one of the most
knowledgeable readers got so upset about the level of competence of his
fellow readers, the discussion became somewhat awkward to continue.
He also felt that the discussion was a well-meant attack on his baby [Okami]
and that made it even worse.

Let there be no doubt about it! Whatever discussion there was,
how subtle the words were,
no one ever doubted the integrity of the programme nor his author.

What is sorely missed in programmes like NEWSie is the option to tell
the programme to add "charset=ISO-8859-2" [or any other known codepage]
to the mesage-header. Are you listening John ??
There's is NO character mapping necessary. When I see NEWsie of MS driven
Polish messages coming in, the "ogonki" are there, on the right spot.
No conversion needed. It's just the typeface that I may be missing to make
it look like real Polish.

Should the message have "ISO-8859-1" in its header - and I think NEWSie should
give us to add that one too - than Neil's suggestion for a Latin 1 Monaco font
is one to follow...

Greetings, Rein

907. Elite !!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: Matthias <zitzen.m@debitel.net>
Message-ID: <7f4b6ghld1@news.dnsg.net>
Source record: 80788

Hi Folks !!!

I�m looking for the good old ELITE !!!
Where can I get that game ?
Who can help me ?

Matthias

908. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7f4cqdeag1@roch.zetnet.co.uk>
Source record: 80789

On 14 Apr 1999 18:27:22 , Stephen Barszczak wrote:
>Hi
>
>>>Yes, I'm doing this ATM. Here's my KILLFILE for reference.
>
>Just what exatly is a kill file supposed to do mate?

It specifies actions the mailer will take dependent on the contents of
the mail-header fields.

For instance, you could set it up so that any mail containing 'rcain'
in the 'From:' field was binned!

... or you could sort incoming mail into different 'In-Boxes' which
is rather more constructive :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---

909. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: denesh@cyberstrider.org
Message-ID: <371585ef.11496050@news.demon.co.uk>
Source record: 80790

On 14 Apr 1999 22:19:14 GMT, atarimad@zetnet.co.uk (AtariMad) wrote:
>>[vbg] you been around for that long too?
>I've had an Atari for at least 10 yrs, but I aint been online that
>long :)

Ah - I see - I've been online since before I had an Atari... oh
well...

>>give it a miss. Cadenza will be representing CyberSTrider though...
>Bummer. Nevermind, there's always the next show in Nov :)

Of course... :) Anyway, I'm up in the Manchester area quite often - we
can meet up some time.

Regards
Dan
--
Denesh Bhabuta

910. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f4loibma1@news8.svr.pol.co.uk>
Source record: 80791

On 13 Apr 1999 00:16:48 , Henk Robbers wrote:

Hi Henk

>
>is what I saw.
>Success!

Cheers mate for letting me know mate:-))

911. Re: Internet-Browser

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f4lolbma2@news8.svr.pol.co.uk>
Source record: 80792

On 13 Apr 1999 07:03:24 , "Marcus Backes" wrote:
>Hi!!!
>
>I'm searching for an Internet-Browser for my atari-st!!! Please help me!!!
>
Try Cab 1.5 which is available from most BBS's or if you want the
comercial version theres Cab 2.7 which is available from Systems
Solutions.

912. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f4loobma3@news8.svr.pol.co.uk>
Source record: 80793

Hi Karl

> It`s Karl, got message.
> 9th of May OK to me.

Great stuff mate.

> My first time at tring the news groups.

Now my second attemt at it mate, just to sort out CAB yet.

913. Re: STING

Newsgroup: comp.sys.atari.st
Date: 1999-04-15 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f4lorbma4@news8.svr.pol.co.uk>
Source record: 80794

>>group, could someone let me know if they see it please?
>Nope, totally invisible ;-))

I always thought you went arround with your eyes shut;-)))
>
>What was the cure for the problem you had with STinG initialising the
>connection?

I don't know mate, all I could find was a typo in the configs with my
name, but that didn't cure it:-((

I just kept on trying and it started to work on its own.

914. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: ataricomputing@cix.co.uk
Message-ID: <memo.19990416214300.47967A@ataricomputing.compulink.co.uk>
Source record: 80545

In article <37163406.0@news.madhouse.uk.com>,
roy@REMOVEincontrolinternet.co.uk (Roy Goring) wrote:

> I will be wearing a badge, please come and chat with me :-)

Chat nothing [g]/ I take it you'll be buying me a drink this time then ?
;-)
Al

915. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqct7b.mpfp6l2psk0iN@srry01m03-186.bctel.ca>
Source record: 80546

Stichting ST <atarist@xs4all.nl> wrote:

> Thank you for clearing up this point. I will give this a try. But
> before I start downloading I have a question:
> 'Character remapping'
> When a message should come in tagged with ISO the reader should know
> what to do then. If I use in the window a font with
> characters placed according to the ISO, where is re-mapping done for
> what?

If you use an ISO 8859-1 font, then there's no need for remapping. But because the upper half of the Atari character set is non-standard, a newsreader has to interpret what's coming in or going out and shuffle these character values around accordingly. An example is the pound symbol (ï¿½): with the Atari set, this character's value is 156; ISO 8859-1 uses 163. So, a newsreader like Okami will do internal remapping so that the character can be interpreted correctly using the Atari set.

> I do not think it is a question of character remapping: it is: using
> the right font. Maybe that ISO-compatible font is made with a
> mappingtable from another font but that is a font-technology problem
> (maybe something for NVDI to do?)

The defacto standard for the Internet is ISO 8859-1. Yes, for some ISO standards, the operating system and client must be able to summon different fonts. The Mac, for instance, uses something called Text Encodings (Cyrillic, Hebrew, Greek, Thai, etc.).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

916. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <dWNR2.85$kp3.12227@news2.randori.com>
Source record: 80547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Steve Stupple wrote in message ...
>In article <3716a388@news.inil.com>, Rory McMahon <mcmahon@inil.com>
>writes
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>
>>
>
>It wouldn't be the person that wrote it, would it!

That's what I thought!

LOL!

917. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3717983D.C07262A4@ping.be>
Source record: 80548
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

kevin dermott a *crit :

> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
> >>DO NOT BUY FROM THIS PERSON!!!!
>
> Who is he and what's he selling???

The devil himself and he wants to sell some souls ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

918. Re: Opensource software

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7f8a1h$a1q$1@snipp.uninett.no>
Source record: 80549

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> Hmm...looks like there just may be a PalmPilot in my future! ;-))))
>
> PS Whats the going price for one nowadays?

About 180UKP or so for a Palm III. However, "everybody" is selling their
III's to finance the Palm V (smaller, sleeker, better screen but otherwise
very similar to the III) so you can get very good deals on second-hand
Palm III's nowadays.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

919. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924298642.15918.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 80550

```
Stichting ST wrote in message <7f7u8d$2r7$2@news1.xs4all.nl>...
>On 14 Apr 1999 23:21:48, Krzysztof Maj wrote:
>>On Wed 14-04-1999 08:34 (GMT) Stichting ST wrote:
>>
>>For example:
>>
>>ISO-8859-1 covers national characters for Western Europe (i.e. Dutch,
>>French, German, Spain, ...), but it is different from the Atari
>>character set.
>>ISO-8859-2 covers 12 languages of Eastern Europe (Albanian, Czech,
>>German (again), Hungarian, Polish, and so on ...)
>>ISO-8859-3 it is Esperanto, Malteser, ...
>>ISO-8859-4 is cyrilic (as I recall)
>>and so on ...
>
>So that means: everybody in Europe (except UK) should make messages
>with ISO?

Nope. Everybody everywhere including UK and US should be using ISO. That way
when you write a message with your mailer/newsreader the receiving program
can map characters appropriately.

>And how do I do that with newsie, AMail QED Everest etc?

You don't. The editor can use whatever character set you normally use (eg
standard Atari), the mailer/newsreader does the mapping. NEWSie doesn't,
don't know about aMail.

>Something to do with NVDI?

Nope. Something to do with your mailer/newsreader. So far only Okami for
Atari (unless ASH emailer does it properly - unlikely as it can't get line
wrapping right).

>Ok then I should switch to Okami. Planned that long ago but...
>I look at the manual and cannot fimn info about using those ISO's. Or
>am I not good looking?

Edit the appropriate sections in O.INF (umlaut transformation and character
set). These sections are commented.

>And does your remark 'only Okami' that all newsread and write stuff
>for Atari is outdated?

"Unsophistcated in this respect" is closer. With no standard encoding you
can only *reliably* send to other Atari users in English. Once you start
having accented characters etc things start to become unreliable.
```

>Or not International?

Precisely: not international. Possibly as this isn't much of an issue for English-language use.

>Can go down the drain?
>May land in the gutter?

May develop ISO support over time? Who can say... it depends on the authors of the software.

>And what about CAB.
>That piece of software is also trash? Does not manage to do anything
>with ISO-tags on HTML-pages as far as I know.

Options menu, Font preferences dialog, Mapping ISO->Atari checkbox. This is in CAB 2.5.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

920. Next meeting of WAG

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: felice@atari.org
Message-ID: <3717b669.362804@news.zetnet.co.uk>
Source record: 80551

Hi everyone,

Well, after you have recovered from the Atari show this weekend, why
not pay a visit to the next meeting of the Wessex Atari Group ?

Go to http://www.users.zetnet.co.uk/rgoring/wag for more details ...

Cheers,

Felice/Maggie Team

921. New STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <n%OR2.10145$5p5.8763@news1.telusplanet.net>
Source record: 80552

In case everyone doesnt know, an updated STiNG was recently released by Ulf Ronald Andersson and can be downloaded from MagiC Online in the Networking section, as well as the temp. STiNG page:

http://www.ettnet.se/~dlanor/sting/html/index.htm

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

922. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7f8ej5osp1@news8.svr.pol.co.uk>
Source record: 80553

Becase there are the beST ;-)

well hacking the bios is alot more fun than the PC, just look at all thos
bios traps :) GEM's full of neet stuff :)

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

Muscles wrote in message <7f5nb2$j4n$1@roch.zetnet.co.uk>...
>I love my Atari because.................
>
>

923. FS Unitor 2 Synchronizer by Emagic

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <3717bda3.8771495@news.idirect.com>
Source record: 80554

C-LAB Unitor 2 by Emagic

For use with Notator Sequencing Program

SMPT/EBU Synchronizer and Midi Expander
for Atari ST Series

$175.00 Canadian + Shipping from Toronto, Ontario Canada

924. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7f8gqo$sp2$1@roch.zetnet.co.uk>
Source record: 80555

On 14 Apr 1999 19:14:52 , "John Whalley" wrote:

clips

>>It's running but I can see that there is plenty to get to grips with, for
>>example there's a problem with the comp.sys.atari.programmer newsgroup.
>>Okami says that this doesn't exist when I click on its name in the group
>>list - although it imported it without complaint. An issue with LFNs? I've
>>the message base on a VFAT partition.
>
>May be: I never used it on a VFAT partition and never used that newsgroup
>with it, but ISTR there were some reports of problems with LFNs and VFAT
>partitions under MagiC: apparently it's fine under MiNT/MinixFS, FWIW.
>
>Maybe someone here who uses it with MagiC/VFAT who knows more?

I've had problems with MagiC/VFAT. A partition (not the Newsie one) got
itself well screwed up and only some of the files could be read, folders
couldn't be opened,and others could not be deleted, it told me it had
5Gb in several folders, on a 350Mb hard drive!

STTools couldn't access the partition, KNifeST didn't want to know and
Optimiser listed loads of problems in the Log files.

I had to reformat it and start again. The same thing happened a week
later so before reformatting again I just deleted VFAT and rebooted to
see what would happen. Everything was back to normal. All the files were
unscrambled and everything worked perfectly, no 5Gb mysteries and
Optimiser showed no Log file problems.

Incidentally, so far, Newsie 0.94 has been completely stable, no log
file problems, nothing.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

925. Latest driver for PCI Mach64: Where?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3717ce1a3a46501@ping.be>
Source record: 80556

Hello,

At the past Neus-Messe I've bought me a PCI Mach 64 4MB graphic card for my Hades. As driver I got novaVDI v2.62. I wonder if there exist a newer version of the novaVDI for the PCI Mach 64 card. If so where can I find it?

TIA
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

926. How do ye work this hing?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <3717a7bc@kaos.fastnet.co.uk>
Source record: 80557

I'm not too sure I am working this right, isn't there supposed to be threads and stuff, I use newsie, i clikced on com.blah blah blah and there were only 16 messages, it that all that's there?

927. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7f8i51$shm@james.hwcn.org>
Source record: 80558

Someone once wrote:
>>I love my Atari because.....
~^~^~^

Needing a multisync monitor to get all three resolutions in one box. As well as the colour limitations (done to keep all the image files down to 32K in size) in the different resolutions. They should have allowed the programmers to choose if they wanted to sacrifice RAM for a colour depth. Very short sighted thinking here.

The composite video on the ST (if you're lucky enough to have Composite video on your ST) isn't broadcast quality.

MIDI THRU port incorporated in a non-standard way in the MIDI OUT port. Would an extra 5-DIN socket really have increased the price that much?

The idiotic placement of the joystick/mouse ports on the underside of the keyboard and (even more stupidly) on the detachable keyboard on the Mega ST models. Why? Why? Why? What moronic idiot thought this was a good idea.

The mushy, weak keyboard on the ST.

The fact that there is a lot of things the ST could do, but the damn software doesn't exist to do it. It's an even bigger kick in the crotch when the software to do it is available on the Amiga. I hate anything that gives Amiga users another thing to be smug about. (Where is my KiSS viewer/creator for the ST god damnit!)

Falcon/TT users who, when you ask for help finding software to do something on a lowly ST say "Buy a Falcon/TT." I will buy a Falcon/TT when I find one for the same price as I find Atari STs ($10-$20). I've got a PC and I can find the software to do anything I want on it. The whole reason I'm asking for the software on the ST is because I want to run that task on one of my STs, if I wanted to do it on another computer I'd do it on my damn PC.

Holier-than-thou users who when you even hint that you use "one-eyed" software freak out on you saying "Even though the product is discontinued pirating it is wrong. You're stealing money out of the pockets of the developers. If you're going to use the software buy a used copy of it." Here's a newsflash guys: if the software is discontinued, no more money is going into anyone's pockets and if you buy a used copy you're still not putting money in the pockets of the developers. Mellow out, the pirates are almost the only ones still supporting the ST anymore.

The way our devotion to the Atari ST attracts flamers and trolls who like to come on this newsgroup and say "You guys are losers! Buy a PC/Mac etc." It's even more annoying when the trolls are people saying we should get Amigas or Falcons.

People who seem to only use their Atari to run an alternative operating system so that they can flame people who run a different alternative operating system on their Atari.

Having one of your messages about the ST completely buried under a flood of the above mentioned OS-War posts.

People who are unneccesarily rude to newbies who ask a question like
"How do I hook up a hard drive to my ST?". There's no need to post back
"Read the f*ck*ng Quick FAQ you newbie lamer." If they're newbies then
they likely don't even know the Quick FAQ exists, it's not like they're
psychic or something. I know it's annoying to see 100 posts asking the
same old questions, but there's no reason to be rude about it.

CRACKERS
(Getting it off my chest from hell!!!)
--

Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

928. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f6mf9djk3@news6.svr.pol.co.uk>
Source record: 80645

On 15 Apr 1999 00:03:12 , Krzysztof Maj wrote:
>On Wed 14-04-1999 14:07 (GMT) Derryck Croker wrote:
>
>>It's running but I can see that there is plenty to get to grips with, for
>>example there's a problem with the comp.sys.atari.programmer newsgroup.
>
>What version of Okami have you installed?

1.34+

>>Okami says that this doesn't exist when I click on its name in the group
>>list - although it imported it without complaint.
>
>In the directory ...\NEWS\COMP\SYS\ATARI you should have the
>following files:

I've files with the same extenders but prefixed programmer (remember that
I'm running this on a LFN partition). That's the most likely cause of the
problem I suppose.

>>Okami seems to have created some Amiga
>>related database files too, heaven knows what's going on!
>
>There must have been some messages crossposted to both atari and amiga
>groups.

That's so, it did give me a crawly feeling at first! ;-))

I have to say tho' that NEWSie is still my first choice. I enjoyed
(well perhaps that's too strong a word ;-)) my attempts to get Okami to run,
and TBH I was delighted to find that I could, but I really prefer NEWSie's
(and FireNews) interfaces, tho' both have their strong and weak points I know.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

929. Show report for the Messe?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f6mfadjk4@news6.svr.pol.co.uk>
Source record: 80646

So what was the show like?

Any new goodies released in the hardware or software line? What about updates to older software?

Any news that might be of interest?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

930. STFax printing with NVDI5

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f6mfbdjk5@news6.svr.pol.co.uk>
Source record: 80647

Apologies if this is "old hat", but there were some queries about printing faxes with STFax and NVDI5 (under MagiC). All that was printed was a blank page. Anyway, the answer is to turn background printing off in NVDI's printer.cpx.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

931. Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <3716e11e@209.209.180.7>
Source record: 80648

```
Another Test...8-/
;)
```

932. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: François GALEA <fgalea@centre.ens.uvsq.fr>
Message-ID: <Pine.BSF.4.05.9904160914360.10777-100000@centre.ens.uvsq.fr>
Source record: 80649

Good idea, I'd be interested, too. Especially servers using weird telnet ports (like 1020, unlike 6667), beause my university's firewall is quite restricive <:-P ...

Thanks !

On Thu, 15 Apr 1999, Chris Swinson wrote:

> great wanna share what servers they are on :-)
>
> Chris
>
>
> --
> ---------
> chris-swinson@mega-disczine.freeserve.co.uk
>
> #mega_disczine X-net 9:00PM GMT
>
> ICQ 25028406
> -----
>
>
> Steve Stupple wrote in message ...
> >In article <7f5ik6$o7n$1@news6.svr.pol.co.uk>, Chris Swinson <chris-
> >swinson@mega-disczine.freeserve.co.uk> writes
> >>pleaseeeeeeeeeeeeee
> >>
> >>tell me where they all are !!
> >>
> >>thanks :-)
> >>
> >>Chris
> >>
> >
> >On IRC #atari #atariscne are two of them;)
> >
> >--
> > Cheers! for now
> > Steve <><
> >
> > The Atari ST Software exchange: www.steverosie.demon.co.uk
> >Email: ASX@steverosie.demon.co.uk
> >
> > The former L.A.P.D. & Steve's PD libraries NOW called LaST PD

> >Email: Last@steverosie.demon.co.uk
> >
> >Nick: Mocknbird Tel: 0870 7402518
> >ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
> >
> > Location: Narberth, Pembrokeshire, Wales, United Kingdom
> > **********
>
>
>
>

- Franï¿½ois GALEA -

933. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <bMBR2.4880$E66.123512@news2.randori.com>
Source record: 80650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rory McMahon wrote in message <3716a388@news.inil.com>...
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>
>

Who?

934. Re: SCSI partitions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: pls@no.spam
Message-ID: <7f6rjd$4m2$1@zharh00t.europe.nortel.com>
Source record: 80651

In article <3716D7E5.A2DEB785@vtc.volvo.se>, Mathias =?iso-8859-1?Q?Ros=E9n?=
<mathias.rosen@vtc.volvo.se> wrote:
>Hi.
>
>I don't know whether this is the right forum for this question, but
>I've just bought an used Akai S1000 (it's a sampler).
>It is suppose to use Atari-scsi partitioning, that is why I ask you guys. :)
>
>How does "atari-scsi" work? Is there a FAQ on the subject?
>I'm trying to get my old Seagate ST1489N to work with it, but it doesn't
>spinn up. There are LOTS of jumpers on that old disk, maybe a combination
>there might do the trick.
>
>Every small piece of information is useful.
>Thanks in advance.
>
> Mathias

I have an old Akai S900, which was the previous model to the S1000. The S900
had no disk interface, you had to buy it as an add on part (like the ST host
adapters). AFAIR, the Akai S900 needed an Atari to format the hard disks
before they could be used.

Now, back to the S1000, does it have a disk interface like the ST (19 pin DMA)
or does it have a SCSI port. If it has the SCSI port, you might try
partitioning the hard disk on an ST, then connect it to the Akai.
I guess you could divide the disk into partitions of 256MBytes max.

You might have to make one of the partitions bootable (guess).

Gerry O'Rourke
Nortel Networks (IRL) Ltd
E-mail (remove the #'s) gigxr01#@nortel#networks.com

935. Atari Expert wnated

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Brian Grimmer <ACGP@the-internet-eye.com>
Message-ID: <7f6s2g$a56$1@holly.prod.itd.earthlink.net>
Source record: 80652

Hello,

I am the president of the Association of computer Graphics Professionals and the Editor of GrafixWorld.

The ACGP is a worldwide organization of graphic artists and creative professionals. GrafixWorld is our free monthly e-zine

To learn more about us and our e-zine, please visit:
http://www.the-internet-eye.com/acgp

We are in need of an individual who would like to write (on a volunteer basis) a monthly column dedicated to the Atari series as well as the current production clones and associated products.

For the interested individual, we can assist in getting copies of software for review and possibly more Atari related discounts for our membership.

If interested please contact me at the e-mail address below

--
Brian Grimmer e-mail acgp@the-internet-eye.com

President - Association of Computer Graphics Professionals -
http://the-internet-eye.com/acgp

Editor - GrafixWorld
http://the-internet-eye.com/acgp/acgp_grafix.html

Quark, Photoshop, Creator, Corel 8, Macintosh, Painter

936. ATARI, ATARI, ATARI! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7f720hmjh1@user1.teleport.com>
Source record: 80653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've been working hard on adding more Atari stock to my inventory. I
wanted to have everything in place by April 15th for those of you with
Tax refund checks. Still, I've done pretty well. And I'm expecting more
to show up and add more to my inventory. So keep checking my website at
either http://www.teleport.com/~bensmith/bscomputers.shtml or
http://www.atari.benjamin.net

<h3>Click for WebSite!</h3>

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ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
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Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

937. ATARI adoption agency! Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7f71t0$mi4$1@user1.teleport.com>
Source record: 80654
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,pnw.wanted

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with the NewsGroups.

Atari adoption agency: Does your Atari need a
new home? We adopt! Do you need Atari
Hardware or Software? Info: Ben at (503)256-9974
or atari@benjamin.net

For those reading this, I sell/ship Atari anywhere the law (& customs)
allow. As far as receiving Atari goods, I'm trying to limit it locally
to Oregon and it's neighboring states for now.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

938. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqcep3.155q2g91syynyyN@pm-d06.rhein-main.de>
Source record: 80655

> I remember others mentioning problems if your RAM isn't up to snuff. I
> upgraded my Falcon long ago with a 16 meg SIMM, but I don't recall the exact
> type or speed of it. What RAM type, speed, etc. is recommended for trouble
> free NEMESIS performance? And, is it still readily available?

If i have my nemesis machine, i also used a 16 (14) Mb Simm Ram-Board.
That doasnï¿½t work correctly first time, later i changed the Simm from
70nS to 60nS. That was better, but not perfekt. The guy how take this
machine replace the board with a original atari memory board and the
machine works fine in nemesis high.

If you see flickering points, stripes on display, ram isnï¿½t good..

> Does the NEMESIS upgrade actually eliminate the Falcon SCSI bug (where the
> drive will momentarily freeze up for a minute, then resume it's access -
> normally under 256 or greater colors)?

Yes. The buffer board work perfectly (also without nemesis) If you fit
this circuit, all scsi problems are eleminated.

> Will the NEMESIS increase the useable serial port speed on the Falcon? I
> can't seem to get anything higher than 57,600 on mine now (with HSMODEM).

I think no. You have MagiC? Same as here... 57K6, not more.
Allways CRC-Errors while using 115K2, nemesis doasnï¿½t fix that.
Better chance for 115K2 without MagiC.

> Is there anything else I should know or check or have done when getting the
> NEMESIS installed? Basically, I want to make sure the job is done right the
> first time so I don't have problems later. I don't want to overlook anything.

Yes, if i made the first one i need a half day to got it running.
But if it works, it is fast.

Watch exactly the manual, place ot resistors, urgend place is L102, and
the resistor R23x (i canï¿½t remember me exactly) have to read DOITF30
again :-)

Bad thing is the wrong description of one wire in older manuals..
I think the brown/yellow wire was wrong.. -> DOITF030

Some people doasnï¿½t found the right track (DSP clock) nearly the DSP,
they all cut the wrong track..

Also the same with the track below COMBEL chip..
If thatï¿½s wrong, machine doasnï¿½t work well.
Video modification, the next point...

Someone only got a wild flickering display..
I correct the video modification and it works.
(Same as with CT2, nobody read the manual up to the end) :->

Cut ACIA Pins only if you have the right tool..
(Maybee all other damages the mainboard)
(Damage on smal tracks near the pins..)

OK, hope that helps
Nemesis was fine, but it is nothing for people they have problems to
find the right solder points on mainboard. Itï¿½s easy for people they
fit some expansions often. (What a english, sorry, doasnï¿½t found the
right words.)

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

939. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7f78p4$hv3$1@epos.tesco.net>
Source record: 80656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Rory McMahon wrote in message <3716a388@news.inil.com>...
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!

??

940. Re: Opensource software

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f7bvg$5lb$2@news.campuscwix.net>
Source record: 80657

```
On 15 Apr 1999 20:19:59 , Jo Even Skarstein wrote:
->Don't you just love it? I got my Palm yesterday, and thanks to the works
->of the guys who put together Pilotlink I already have a conduit for aMail
->up and running :-)
->
->--
->
->/*
->** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
->**
->** beer - maria mckee - atari falcon - babylon 5
->*/
->.

Jo, that is just too cool! ;-)

So what all can you do with it now?

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

941. Re: Need device for extra Midi outs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Wojciech Hartman <whartman@friko3.onet.pl>
Message-ID: <37173428.C96899A7@friko3.onet.pl>
Source record: 80658

> danceon wrote:
>
> > I need a device that adds two or three midi outs that can work with Falcon
> > 030 and original Cubase 2.06
> > Any suggestion and current used prices ?
> > Thanks

If you need just one extra MIDI IN/OUT port and if one your sound
modules has a "to-host" port you can use the LAN port of your Falcon.
All you are going to need is a standard Macintosh cable with mini-din
8-pin on both sides (about 10$) and a lanport.drv driver (by Steinberg).
If you need the driver, let me know.

--
Wojciech Hartman
skrzypek i aranďż˝er
violinist & arranger

http://www.hartman-duo.z.pl
ICQ: 34969763
34969763@pager.mirabilis.com

942. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f7cf0$5lb$3@news.campuscwix.net>
Source record: 80659

On 15 Apr 1999 20:19:25 , Paul Nurminen wrote:
->Well, I aquired a NEMESIS board from a guy in Finland, and I'm getting ready
->to install the thing (or failing that, have Alex at ATY do it for me). I
->wanted to find out a few things from those of you who have NEMESIS installed
->in their Falcons.

Unless you have pretty good soldering skils/patience, I'd recommend having
Alex do it.. ;-)

->I remember others mentioning problems if your RAM isn't up to snuff. I
->upgraded my Falcon long ago with a 16 meg SIMM, but I don't recall the exact
->type or speed of it. What RAM type, speed, etc. is recommended for trouble
->free NEMESIS performance? And, is it still readily available?

There seems to be some diff. of opinion here, as I've had other Nemesis/
Falcon users tell me that what didn't work with mine, worked fine for
them (don't ya just love consistency?) <grin>.

Anyways, on my setup, it needs a Ram board that uses a single 72 pin, 16
meg SIMM rated at 60ns, and shielded (Panasonic SIMMs are, AFAIK-but I
don't know about others). I could NOT get the Chro-Magic Ram board to
work, no matter how fast I made the SIMMs.

->Does the NEMESIS upgrade actually eliminate the Falcon SCSI bug (where the
->drive will momentarily freeze up for a minute, then resume it's access -
->normally under 256 or greater colors)?

I believe it does, as well as some other problems (timing, I think). Its
in the Nemesis manual...

->Will the NEMESIS increase the useable serial port speed on the Falcon? I
->can't seem to get anything higher than 57,600 on mine now (with HSMODEM).

Don't know about that, but it will increase your IDE hard drives through-
put by a considerable margin.

Good luck, and don't hesitate to ask if you have problems! ;-)

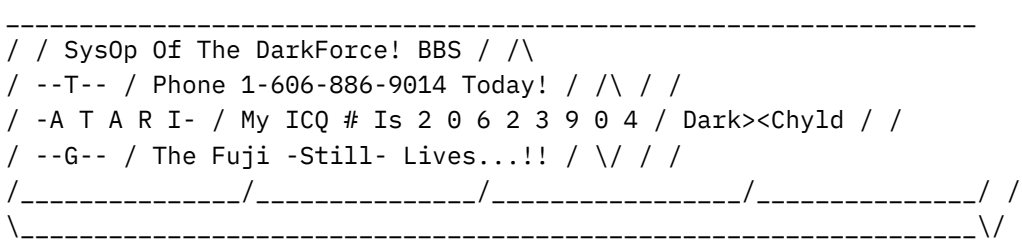
```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

943. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f7cqm$5lb$4@news.campuscwix.net>
Source record: 80660

On 15 Apr 1999 22:53:00 , "Muscles" wrote:
->I love my Atari because.....
->
->
->.

1. Its a Hackers delight! (esp with MiNT)
2. Now can file under "cult" status on my
taxes with the IRS...
3. Its continued use by me, and other
relentlesy dedicated Atari people is
a never-ending single-finger salute
to Gates and company at Microslop!



944. Re: Elite !!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Laurent Desnogues <ldesnogu@tif.ti.com>
Message-ID: <3717358D.E71325E5@tif.ti.com>
Source record: 80661

Matthias wrote:
>
> Iï¿½m looking for the good old ELITE !!!
> Where can I get that game ?

http://people.netcom.co.uk/i.bell/elite/Default.html

Laurent

945. Re: Atari Expert wnated

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f7cv7$5lb$5@news.campuscwix.net>
Source record: 80662

On 16 Apr 1999 01:16:27 , "Brian Grimmer" wrote:
->Hello,
->
->I am the president of the Association of computer Graphics Professionals and
->the Editor of GrafixWorld.

This is cool, is anybody gonna take him up on his offer?

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

946. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fqcOwMAxlzF3Ewd8@steverosie.demon.co.uk>
Source record: 80663
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3716a388@news.inil.com>, Rory McMahon <mcmahon@inil.com>
writes
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>
>

It wouldn't be the person that wrote it, would it!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

947. XBIOS(4) Bug with graphic card

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: sony@ciril.fr
Message-ID: <7f7erkeko1@arcturus.ciril.fr>
Source record: 80664

E-mail emond@inrs.fr

With a VME graphic card NOVA on TT, the XBIOS(4) function (GetRez) always returns 2, equivalent to 'ST high resolution' whatever is graphic card resolution.
As a consequence, a lot of programs who run correctly on TT without graphic card, in ST low resolution or TT Medium resolution cannot run with graphic card in the same resolution (for exemple 320x200 16 colors for ST low).
Does someone know a tip to avoid this problem ?

Thank's for reply.

948. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7f7h1bhiv1@barcode.tesco.net>
Source record: 80665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!

thanks for the tip,it's this sort of vigilance that keeps the Atari scene thriving

949. Re: XBIOS(4) Bug with graphic card

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7f7ha0$6ri$1@nyheter.chalmers.se>
Source record: 80666

In article <7f7erkeko1@arcturus.ciril.fr>,
EMOND Albert <sony@ciril.fr> wrote:
>E-mail emond@inrs.fr
>
>With a VME graphic card NOVA on TT, the XBIOS(4) function (GetRez) always
>returns 2, equivalent to 'ST high resolution' whatever is graphic card
>resolution.

Well, there isn't really anything very sensible it could return in the
general case. Or is there?

>As a consequence, a lot of programs who run correctly on TT without graphic
>card, in ST low resolution or TT Medium resolution cannot run with graphic

What programs are that? I'm very interested for reasons stated below.

>card in the same resolution (for exemple 320x200 16 colors for ST low).

Are there graphics cards that can give that resolution?

>Does someone know a tip to avoid this problem ?

Tell the programmer to fix his program. ;-)

Seriously, far too many programs use the XBIOS to find out the screen
mode and/or screen address, even when they are going to use the VDI!

This has lately been causing me some headaches when trying to make
those programs run on the Eclipse/RageII using fVDI.

There should be no reason to expect the XBIOS to know what the VDI is
up to. Some graphics cards may not even have directly accessible memory
(that is currently the case with the Eclipse/RageII, but an MMU hack
will hopefully take care of that (though it may not work with all
possible operating systems)), and even when it's accessible the data
there may not necessarily be in the same format as what you're supposed
to send via the VDI blit functions (also the case with the
Eclipse/RageII under fVDI (at least for the moment)).

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

950. Re: SCSI partitions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Mathias Rosén <mathias.rosen@vtc.volvo.se>
Message-ID: <37174F5C.454092DE@vtc.volvo.se>
Source record: 80667

Gerry O'Rourke wrote:
>
> In article <3716D7E5.A2DEB785@vtc.volvo.se>, Mathias =?iso-8859-1?Q?Ros=E9n?=
<mathias.rosen@vtc.volvo.se> wrote:
> >Hi.
> >
> >I don't know whether this is the right forum for this question, but
> >I've just bought an used Akai S1000 (it's a sampler).
> >It is suppose to use Atari-scsi partitioning, that is why I ask you guys. :)
> >
> >How does "atari-scsi" work? Is there a FAQ on the subject?
> >I'm trying to get my old Seagate ST1489N to work with it, but it doesn't
> >spinn up. There are LOTS of jumpers on that old disk, maybe a combination
> >there might do the trick.
> >
> >Every small piece of information is useful.
> >Thanks in advance.
> >
> > Mathias
>
> I have an old Akai S900, which was the previous model to the S1000. The S900
> had no disk interface, you had to buy it as an add on part (like the ST host
> adapters). AFAIR, the Akai S900 needed an Atari to format the hard disks
> before they could be used.
>
> Now, back to the S1000, does it have a disk interface like the ST (19 pin DMA)
> or does it have a SCSI port. If it has the SCSI port, you might try
> partitioning the hard disk on an ST, then connect it to the Akai.
> I guess you could divide the disk into partitions of 256MBytes max.
>
> You might have to make one of the partitions bootable (guess).

Ok, I bought the thing 2 days ago, but I can tell you what I DO know.
The S1000 have a scsi interface, and those were options to the S1000.
They have 50pin Centronics connector.
There are 2 reasons why I'm here in this group.
1. There is no *akai* or *sample* group, atleast not on my ISP.
2. When I booted the S1000 and tried to access the harddisk it asked for the
Atari partition Number.
That led me here. :)
The internal format-feature let you choose between 30 and 60 MB (atari) partitions.
I don't think you boot anything from the harddisk, Since the OS is in a flashROM.
Maybe I should try to find someone with a ST. I used to have one, but that was
years ago. Is there anyone here that lives in Gï¿½teborg, Sweden, that wanna help? :)

Thanks for your help.
I'll keep you posted.

Mathias

--
mailto:mathros@one.se

951. Re: SCSI partitions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3716E891.DE5E4AFB@ping.be>
Source record: 80668

Mathias =?iso-8859-1?Q?Ros=E9n?= a *crit :

> Hi.
>
> I don't know whether this is the right forum for this question, but
> I've just bought an used Akai S1000 (it's a sampler).

I don'y know about the S1000, but the S950 needed its own partition and formatting, so, don't expect to use directly atari formatted hard disk and or partitionned ... the S950 needed an interface to use proprietary atari hard disks like the Megafile series ...
For the moment I use one Quantum hard disk on the S950 interface but I needed to use the formatting option inside the S950 ... so let's have a look at disk options in your S1000 and I suppose you'll find the same option somewhere ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

952. Re: Don't knock the humble ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: bales@directprovider.net
Message-ID: <7f7l68lil1@news4.isdnet.net>
Source record: 80669

On 9 Apr 1999 12:37:24 +, BobKing wrote:
> Some one has recently said that the ST is only fit for use as a hobby.
> Whether or not that's true, some of the finest programmers gave it truly
> innovative software, such as CAD 3D. Tom Hudson went on to develop 3D
> Studio Max, selling for $3,495, the leader in 3D modelling in the PC
> world. See
>
> http://www.tcp.ca/gsb/reviews/graphics/3dgraphics-q198.htm
>
> for an acknowledgement of its Atari ST heritage.
>
> For the 8-bit Ataris, the Touch Tablet and the Atari Artist cartridge,
> were years before their time and GEM was there before Windows.
>
> Although I use my Falcon for graphics work and the Internet, I still use
> my MegaST and SM124 for text work. Protext (not 6.5 - it lost something
> in the quest for WYSIWYG) and its use of macros, makes converting a
> typical ASCII 5K help file into a 'Manual' with headers and footers and
> various attributes for titles, sub titles etc, not to mention stripping
> out hard returns and replacing long lines of dashes with underlining, a
> dream - compare with the hassle of WordPerfect.
>
> Bob King
> .

953. FS Jaguar Game System (North America only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990416115601.00691.00001456@ng67.aol.com>
Source record: 80670

Hello,
I am selling my Jag stuff. Take a look and and let me know if you would be interested in buying anything.
Thanks,
Samuel A. Ferrer

Atari Jaguar & Cybermorph cart. with Jag CD and 2 Power Pads, manuals, boxes, Atari Jaguar Official Gamer's Guide, Blue Lightning CD, and Vid Grid CD

Note: The above will only be sold as a package unit..I will not sell it piece by piece.

Cartridge Games:
Alien vs. Predator Cybermorph Fight for Life
Iron Soldier Kasumi Ninja Raiden
Rayman Theme Park Zool2
Trevor McFur in the Crescent Galaxy
Val di¿½Isere Skiing & Snowboarding

CD Games: Myst

email: angief18@aol.com

954. Re: HELP: Connection Of Falcon - JAM8 - FDI - CAF2.06

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: keynet@my-dejanews.com
Message-ID: <7f7pi4$3mp$1@nnrp1.dejanews.com>
Source record: 80671

Some bad news, that upgrade chip is no longer available. After much dialoge with soundpool it turned out the only solution was to do a board exchange. I just got mine back this week, the total round trip was almost 6 weeks from OR. US by post. The cost was $100 to Soundpool for the board and mailing and about $12 for my mailing cost.- caio - daniel In article <37040252.5A87514F@earthlink.net>, Particle Salad <psalad@earthlink.net> wrote:

> Your problem is simple.. I had problems with the JAM-8 out and Steinberg
> FDI as well, and they were solved by purchasing a replacement chip for the
> FDI from SoundPool for 20 bit compatibility. It was around $10USD from
> (the late) Computer Direct, but I'm sure SoundPool will deal directly with
> you.
>
> It was pretty easy to install if you're OK with a soldering iron.
>
> -Mark
>
> esc wrote:
>
> > I need some help with a problem that I have with my Falcon,CAF
> > 2.06,FDI,& JAM8.
> > I have one of the original 18bit JAM8 and the Steinberg FDI
> > interface,which was made
> > by Soundpool.
> >
> > When I connect my FDI to My JAM 8 And boot up CAF 2.06 the FDI cuts
> > out the Audio
> > signal from the JAM 8.But,I can get the digital out from the FDI to
> > send a signal to my MD player.When I use the Optical Input on the FDI
> > I get a very harsh white noise sound
> > with no audio.
> > Once when I loaded CAF I got one channel from the JAM 8 to work but
> > the others
> > did not.I still had a problem with the optical input of the FDI.
> >
> > When I attach the Cubase Audio Clock Cartridge to the JAM 8 everything
> > works fine.The Audio is nice and clean coming out of the Jam 8.But of
> > course I have to use the Falcon's mic input jack to record.
> >
> > When I attach the FDI to the falcon by itself I can send audio out
> > through the
> > optical out jack of the FDI to opitical in jack on my Sony MD player
> > okay.

> >
> > When I try to send a signal into the Falcon through the FDI optical
> > jack all I get
> > is a harsh white noise.Do You have any Idea what is causing this?
> >
> > I do not have any digital gear with coaxial connections so I cannot
> > test these
> > inputs and outputs.
> >
> > Also,Does anyone have a Def.ALL song file for Cubase Audio that I
> > could use that
> > has the best hardware and Mixer map settings,If so,can you e-mail it
> > to me?
> > (I'm not sure if I have the correct settings in the Audio Hardware
> > section.)
> >
> > Does Soundpool update the FDI int.PRG?I was wondering if this has
> > anything to do
> > with the FDI not functioning properly.
> >
> > Thanks!
> >
> > Sean
> >
> > escaisey@hotmail.com
>
> --
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
> Particle Salad/ Noom Room Studio
> http://home.earthlink.net/~psalad
>
> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

955. FS: Atari Falcon + Extras in the UK - 275gbp

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Michael Clemmetsen <michael.clemmetsen@syn.beetee.co-uk>
Message-ID: <37175F3C.24BCEB5C@syn.beetee.co-uk>
Source record: 80672

Hello,

I have a complete Atari Falcon 030 system for sale for 275gbp.
Buyer collects or pays delivery.

4MB RAM, 520MB HardDisk, Epson LQ 100 Printer, SVGA monitor, Graphics
Tablet, loads of commercial and public domain software, books and
magazines. Email me for a complete description.

Michael
--
To send me an email substitute @ for % in this address:
michael.clemmetsen%syntegra.bt.co.uk

956. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <37177112.7F57284D@excite.com>
Source record: 80673

> I love my Atari because.....

1. Nostalgia
2. Free programs on the internet and ftp sites
3. Ease of use
4. Lots of really fun games!
5. Most hardware and software is dirt cheap nowadays!
6. Dependability
7. Still very useful for word processing, art, music, email, internet, newsgroups
8. It's not popular.
9. It's a humble machine that one can grow attached to.
10. Most programs are very small and run quickly.
11. There's a lot of support available, especially right here in these newsgroups.
12. It can use new hardware of all kinds.
13. I just do!

Andy Blakely

957. Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: tparrett@fast.co.za
Message-ID: <924283829.775981@news.netactive.co.za>
Source record: 80674

I'm sure I have read that it is possible to obtain screen resolutions beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If so does anyone have the details of such a card re supplier/price/ in case or out of case fitting/ plug in or solder etc.
I have tried both Videl and Videlity without any success at all despite the fact that my 14" Philips monitor supposedly has a std resolution of 800*600.Looking through some of my old mags I found a review of Screeblaster 2 but noted it used one of the paddle ports. I have the Log3 dongle permanently plugged in to the cartridge port and that covers up bothe the paddle ports so even if that is still available it wont be of use.
Any ideas ??
Thanks

Ted Parrett
==
tparrett@fast.co.za	Ted Parrett
City: Johannesburg	Tel No.++27 11 476 5242
Country: South Africa	Fax No.++27 11 474 2985
==

958. Re: Opensource software

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7f7s7n$7v0$1@snipp.uninett.no>
Source record: 80675

Ronald J. Hall <darkchyld@pcc-uky.campuscwix.net> wrote:
> On 15 Apr 1999 20:19:59 , Jo Even Skarstein wrote:
> ->Don't you just love it? I got my Palm yesterday, and thanks to the works
> ->of the guys who put together Pilotlink I already have a conduit for aMail
> ->up and running :-)

> Jo, that is just too cool! ;-)
>
> So what all can you do with it now?

All of the standard tools in pilot-link works, so I can do anything a linux-user can. I have modified pilot-mail slightly so it communicates directly with aMail, but the plan is to add a GEM-interface and support for ASH Emailer and NEWSie.

Together with Geir Oyvind Vaelidalo I'm also planning to write a simple GEM-interface for pilot-xfer (install/delete/backup everything on the Pilot), and we're also planning on developing stuff like an address-book, memopad etc. to work with the Pilot. Nothing fancy though, we don't have time for that. But for now the most important thing is to get the aMail/Emailer/NEWSie conduit ready for release. So far I haven't been able to get it working under MagiC, but Geir refuses to switch to MiNT so we just have to solve it ;-)

Btw. if there are other Atari/Pilot users out there, please contact me. I'd like to hear from you what you expect from Pilot-software on the Atari.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

959. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7f7sde$7v0$2@snipp.uninett.no>
Source record: 80676

```
Muscles <sean.murphy@zetnet.co.uk> wrote:
> I love my Atari because.................

1. It works.
2. I can develop software that makes a difference, that's pretty hard on a
platform with 200 000 000 users.
3. I don't have one at work.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

960. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <7f7tsgqjb1@roch.zetnet.co.uk>
Source record: 80677

>I love my Atari because.................
>
>

It's the most reliable thing that ever existed!!!!! PC's? Ha! They've crashed
more times than a ZX81!

961. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7f7u7h$40h$2@news.ncal.verio.com>
Source record: 80678

On 15 Apr 1999 21:40:54 , "Rory McMahon" wrote:
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>
>
>.
This guy is also posting (many times) on Alt.music.midi with the
same posts. Puts a black mark on us Atarians!(if he is a scam)

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

962. Re: Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f7u88$2r7$1@news1.xs4all.nl>
Source record: 80679

On 14 Apr 1999 19:24:43, Chris Crosskey wrote:
>
>Try swapping the positions of the CDROM and the Syquest on the cable....try
>swapping others around too.....sounds mad, but it's similar to a prob I had
>on the ST when I had four hard-drives and a CDROM in there...if the 230Mb
>Quantum was between the host and the CD I couldn't see the CDROM with any
>CD driover I trioed, if they were the other way round everything was
>fine...SCSI is like that, it's wierd...
>
I will surely try it but I doubt it.
The strange thing of it all is: when the Syquest contains a 44 Mb
disk the the CD is not seen.
When there is no disk in that drive the CD is seen.
Electrically nothing changes on the SCSI-bus.
Or???

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

963. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f7u8d$2r7$2@news1.xs4all.nl>
Source record: 80680

On 14 Apr 1999 23:21:48, Krzysztof Maj wrote:
>On Wed 14-04-1999 08:34 (GMT) Stichting ST wrote:
>
>>But when I recieve messages with nationally used 'strange' (=non
>>American Ascii) chars they appear wrong on my screen.
[..]
>When sending on Internet characters with codes > 128 one should use
>ISO-8559-X character encoding.

Ok I am in for a worldwide standarisation.
>
>For example:
>
>ISO-8859-1 covers national characters for Western Europe (i.e. Dutch,
>French, German, Spain, ...), but it is different from the Atari
>character set.
>ISO-8859-2 covers 12 languages of Eastern Europe (Albanian, Czech,
>German (again), Hungarian, Polish, and so on ...)
>ISO-8859-3 it is Esperanto, Malteser, ...
>ISO-8859-4 is cyrilic (as I recall)
>and so on ...

So that means: everybody in Europe (except UK) should make messages
with ISO?
And how do I do that with newsie, AMail QED Everest etc?
Something to do with NVDI?

[...]
>>I simple want to read German, French and Spanish messages with the
>>right characters on my screen.
>
>You need a newsreader supporting ISO-8859-X standards.
>The only one for Atari is OKAMI. It is one of the reasons I love this
>programm.

Ok then I should switch to Okami. Planned that long ago but...
I look at the manual and cannot fimn info about using those ISO's. Or
am I not good looking?

And does your remark 'only Okami' that all newsread and write stuff
for Atari is outdated? Or not International? Can go down the drain?
May land in the gutter?

And what about CAB.
That piece of software is also trash? Does not manage to do anything
with ISO-tags on HTML-pages as far as I know.

Please help!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

964. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f7u8g$2r7$3@news1.xs4all.nl>
Source record: 80681

On 14 Apr 1999 15:31:54, Neil Roughley wrote:
>Stichting ST <atarist@xs4all.nl> wrote:
>
>> Can anybody please explain this all to me? All needed chars in my
>> case are in the Atari System charset.
>> So what is the problem?
>
>NEWSie doesn't support character rempapping. If you're using the Monaco
>system font, visit the URL below and download a special ISO 8859-1
>version of it for use with NEWSie or FireNews:
>
>http://www3.bc.sympatico.ca/roughley/monaco.htm
>
>Note the link is down at the moment because of system maintenance.
>
><<
Thank you for clearing up this point. I will give this a try. But
before I start downloading I have a question:
'Character remapping'
When a message should come in tagged with ISO the reader should know
what to do then. If I use in the window a font with
characters placed according to the ISO, where is re-mapping done for
what?

I do not think it is a question of character remapping: it is: using
the right font. Maybe that ISO-compatible font is made with a
mappingtable from another font but that is a font-technology problem
(maybe something for NVDI to do?)

And I have still the problem with Russian chars (is another ISO)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

965. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f7u8j$2r7$4@news1.xs4all.nl>
Source record: 80682

On 15 Apr 1999 05:50:34, Robert Schaffner wrote:
>> can you ram an fpu in any ST and expect better performance? A bargain if
>> you can surely?
>
>No, only if you have software for..
>(NeoN Grafix as example) (Neon needs an TT or an F030)
>
Yes Neon Graphics.
In their advertising you definitely cannot find a remark about: for
Falcon an FPU is needed....
(and it definitely needs one)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

966. For sale ST2 Dutch

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7f7u8m$2r7$5@news1.xs4all.nl>
Source record: 80683

Only sensible for readers in the Netherlands so I switch to Dutch:

Te koop aangeboden:
- mega ST 2 met TOS 1.04
- monitor SM 124 z/w
- harddisk Megafile 30 Mb
- printer NEC P6
- ext. floppydrive extra
- emulator Vortex ingebouwd
- originele software: Calamus, WP, Cubase, Tempus, Signum enz.
- 80 originele games in doos
- diverse boeken (Omikron o.a.) en tijdschriften
Alles op te halen voor fl 250,- in Naarden.

Ik zet deze acconce voor een lezer van ons blad.
Neem kontakt met mij op dan geef ik het telefoonnummer.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

967. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: atarimad@zetnet.co.uk
Message-ID: <7f80j4dkn1@irk.zetnet.co.uk>
Source record: 80684

>tell me where they all are !!

ircnet.demon.co.uk

#atari
#atariscne
and others starting #atari and ending with a country. #atariswe
#atarige etc. etc.

AM.

I think therefore I AM.

968. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7f829m$r1q$1@roch.zetnet.co.uk>
Source record: 80685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!
>>DO NOT BUY FROM THIS PERSON!!!!

Who is he and what's he selling???

969. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3717802e10fa6b90@holleman.demon.nl>
Source record: 80686

>>I love my Atari because.................
>>
>>
Well, maybe I should add some lines here too...

Lately I've been assigned to the IT/automation dept. at my work,
freelancing at times at my own convenience.

Installing Win-95 machines into a network, configuring them, installing
S/W etc. One day you do the exact same installation according to an
installation protocol on machine #4 and it runs into trouble, where
installations nrs 1, 2 and 3 on exactly the same machines previously had
no trouble at all...

I experienced no crashes, but the logic of Win-95 still escapes me.

Stupid hardware conflicts, one day they show up, the next day they don't.
Netware servers that run into trouble for no reason at all. Workstations
that report "printer out of paper" or "not located" for no reason at all.
Machines crashing for no reason at all.

I *am* glad I've got this bloody old TOSbox at home.

BTW, I've still got 14 machines to go...:-(((((((((, then come the 15 old
ones to upgrade from DOS/Win 3.11 to Win-95 and hook into the network...

BTW-2: don't you just love service companies, that return a P-166 as
"serviced", then you hook it up and it won't work, so you open the case
and the flatcable to the floppydrive is just hanging loose and one plug of
the PSU is doing the same, not connected?

Just wond'ring: is THAT PC-world????????????

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

970. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <7f83dg$r4i$1@roch.zetnet.co.uk>
Source record: 80687

On 16 Apr 1999 17:30:31 , Ted Parrett wrote:
> I'm sure I have read that it is possible to obtain screen resolutions
> beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ?

Sort of! You don't actually need a graphics card - all you have to do
is increase the speed of the video clock.

I use BlowUp, which adds a new oscillator. You can switch this
between the original speed and two higher ones. My default mode is
880x640 in 16 colours, 72Hz refresh. I've also got a 1024x768 mono
mode defined, and you can also get 480x480 in True Colour.

But yes, you do need a graphics card for a "serious" solution. I'm
not sure of any that are available! However, Titan are about to
release a plug-in board called Eclipse that allows any PC-style
graphics card to be used - specifically you'll be able to buy it with
the ATI Charger card which gives unreal resolutions!

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

971. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f85fd$b4l$1@news6.svr.pol.co.uk>
Source record: 80688

```
Newsgroups: comp.sys.atari.st
From: stephen@wrag.freeserve.co.uk (Stephen Barszczak)
Organization: The White Rose Atari Group
References: <7etof3$5tg$1@news8.svr.pol.co.uk> <7f2mst$6dj$4@news8.svr.pol.co.uk>
Subject: Re: Test
X-Newsreader: NEWSie Version 0.94 (Atari)

Hi Steve

>About bloody time, another Steve, another Freeserve account, another Newsie
>user. So what was the problem??.

I don't know mate, I think it was caused by my tring to use a later
version of Sting, cos' as soon as I went back to V1.8 it all started
to work.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0
```

972. Next White Rose Atari Group Meeting

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f85fi$b4l$2@news6.svr.pol.co.uk>
Source record: 80689

The next meeting of the White Rose Atari Group will be held at

4 Langdale Street
Elland
Nr Halifax

On the 9th of May 1999

Anyone wanting directions or other information about the group can,

Telephone myself on 01274 412192

Or write to.......

W.R.A.G.
3 Scholemoor Lane
Lideget Green
BD7 2RN

Or

Telephone Adrian on 01484 721694.....

Leave a message on the answer machine if out, or you can write to......

W.R.A.G.
c/o Adrian Haigh
1 Vale Street
Brighouse
HD6 1TR

Or by Netmail on,

FidoNet 2:250/303.0 2:250/303.1
Nest 90:107/206.0 90:107/207.0
Fan 95:110/202.0 95:110/203.0

Or By Email

wrag@thedruid.demon.co.uk
stephen@wrag.freeserve.co.uk
WRAG@blackflag.zetnet.co.uk

Bfn Steve

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk

FanFiles 95:110/202.0

973. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f85fl$b4l$3@news6.svr.pol.co.uk>
Source record: 80690

O
>>Just what exatly is a kill file supposed to do mate?
>>
>
>It filters the messages you download.

Do you mean stops unwanted mails getting through?

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

974. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7f85fo$b4l$4@news6.svr.pol.co.uk>
Source record: 80691

>>Just what exatly is a kill file supposed to do mate?
>
>It specifies actions the mailer will take dependent on the contents of
>the mail-header fields.

By that I presum,e you mean the bit at the top of any mails?
>
>For instance, you could set it up so that any mail containing 'rcain'
>in the 'From:' field was binned!

A bit like a spam file then?
>
>.... or you could sort incoming mail into different 'In-Boxes' which
>is rather more constructive :-)

It would be better surly if you could use it to sort mails that were
to you into a private box as in a AREAS.BBS file., rather than have it
sort out mails fromany one sender.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

975. atari 1040st info

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: mmm <mmm@epix.net>
Message-ID: <7f85mm$b2l$1@news1.epix.net>
Source record: 80692

Hi
I am a college student doing a paper on the Atari 1040ST. I'm hoping someone can help me get some more information on the architecture of the computer, such as instruction size, processors, operating system, etc. Any information will be helpful.
Thanks!!!

976. Re: Opensource software

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7f86ib$4rf$1@news.campuscwix.net>
Source record: 80693

On 16 Apr 1999 17:32:39 , Jo Even Skarstein wrote:

->All of the standard tools in pilot-link works, so I can do anything a
->linux-user can. I have modified pilot-mail slightly so it communicates
->directly with aMail, but the plan is to add a GEM-interface and support
->for ASH Emailer and NEWSie.

<snip>

Hmm...looks like there just may be a PalmPilot in my future! ;-))))

PS Whats the going price for one nowadays?

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

977. SV: falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <WgNR2.10673$x43.19911@nntpserver.swip.net>
Source record: 80694

Hi,

> 1. TOS 4.01 vs 4.04, I've heard 4.01 is to be avoided as it's buggy,
> suppliers/cost of upgrade in UK?

4.01 has a lethel bug in the harddisk handling that was fixed in 4.02
and later.
If you fill up your C: drive, the FAT of your D: drive will be
overwritten - not funny at all!
I don't know of other bug fixes in the TOSes, but there are surely
something else...

> 2. The Falcon has a SCSI-2 and an IDE interface, so can I bung any old
> SCSI drive on the back and any old IDE drive inside? Any other issues
> relating to drives, maximum size? Is HDDriver a must?

Most SCSI-drives work, but there are problems with some - take a look at
my site for a small list of HD's that are compatible with CAF...
Most IDE's will work too - but again, there are quite a few that don't
:(
I would definitely recommend HDDriver since it's the best and fastest
driver - and it's updated most frequently among the ones that still are
updated.

> 3. Will Cubase (other than CAF) work on Falcon?

Cubase Score will definitely work and 3.02, but I believe 3.0 didn't
work - not sure about 3.01.

> 4. Falcon happy with any VGA monitor, I mean any? Are all resolution
> modes accessible with a VGA, ie ST hi-res?

Of course, you need the VGA adapter, but with it, you should be able to
use any VGA or SVGA monitor. There are a couple of resolutions that
don't work, but they're RGB modes and they're not available if you have
the VGA adapter inserted.

> 6. Anyone know of a free/shareware audio multitracker that can be midi
> synced/slaved to my STe?

Why use two computers when you can have everything in the Falcon? It's
much more convenient to use CAF...

Best regards,

--
Claes
claes.holmerup@swipnet.se

http://come.to/claes.holmerup

978. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7f5vh9hfh1@nnrp1.dejanews.com>
Source record: 80737

Hi Chris,

If you have access to a computer that can handle Java, Every Tuesday night at 9pm Eastern (USA) try out Delphi's Atari Advantage. www.delphi.com/atari The Guy's From A-ONE are usally around (And ME!!). On Sat. I believe www.atariusers.com has a chat around 8pm Eastern time. (Dr.???) On my site, www.atari-users.net/chat I really haven't set-up a chat time. I would like to set-up a North American time and a European time... Anyone have a suggestion on either???

I know of one other.. but I can't recall the the url or name.. I know it's on the beseen.com site.

Rob
webmaster@atari-users.net

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, LinksEngine, Forums and WebRing

In article <7f5ik6$o7n$1@news6.svr.pol.co.uk>,
"Chris Swinson" <chris-swinson@mega-disczine.freeserve.co.uk> wrote:
> pleaseeeeeeeeeeeeee
>
> tell me where they all are !!
>
> thanks :-)
>
> Chris
>
> --
> ---------
> chris-swinson@mega-disczine.freeserve.co.uk
>
> #mega_disczine X-net 9:00PM GMT
>
> ICQ 25028406
> -----
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

979. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3716856E.73B7FD8B@studio9.demon.co.uk>
Source record: 80738

Muscles wrote:

> I love my Atari because.....

because, 'The Man' says I should have binned it long ago, that it's of no use any more, that if I want a useful computer I should spend many hundreds of pounds. I love my Atari because, despite what 'The Man' says, I know better :)

jim
--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402
---

980. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <$SuKNFAMsoF3EwLP@my-ste.demon.co.uk>
Source record: 80739

In article <37157fea7c75661@holleman.demon.nl>, Louis
<louis@holleman.demon.nl> writes
>on Wed 14-04-99 19:14 John Whalley wrote:

<snip>

>>May be: I never used it on a VFAT partition and never used that newsgroup
>>with it, but ISTR there were some reports of problems with LFNs and VFAT
>>partitions under MagiC: apparently it's fine under MiNT/MinixFS, FWIW.
>>
>>Maybe someone here who uses it with MagiC/VFAT who knows more?
>>
>
>Hi,
>
>I use Okami on MagiC, but the partition it sits on has no VFAT enabled.
>Works flawlessly though... I gather there's something wrong with Derrycks
>"active" lines too...

I used Okami on Magic on a VFAT partition and had no problems with it.
Then again, I had v1.35b, which fixed the problem Okami had with LFNs
with Magic. I don't know if it's possible to find v1.35b, but I know it
works very well with Magic.

--
David Bolt

981. Re: Elite !!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7f68nr$5su@usenet.pa.dec.com>
Source record: 80740

In article <7f4b6ghld1@news.dnsg.net>, "Matthias" <zitzen.m@debitel.net> wrote:
>Hi Folks !!!
>
>I�m looking for the good old ELITE !!!

```
Well, if you are asking about the BBC Elite game, then some good news..
you can get elite from :
http://people.netcom.co.uk/i.bell/elite/

Rgds
William

---
Your mouse has moved. Windows NT must be restarted for the
change to take effect. Reboot now? [ OK ]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \486DX100/40M/1GB/W95
```

982. WTB

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: <>
Message-ID: <3716b8da.0@news.qnet.com>
Source record: 80741

I was given a working 1040ST, it has TOS 1.0, does anyone have an old
maichine or the chip set for TOS 1.4?

remove <*> for e-mail

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

983. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7f6frh$9e7$1@news.ncal.verio.com>
Source record: 80742

On 15 Apr 1999 22:53:00 , "Muscles" wrote:
>I love my Atari because.....
>
>
>.
1. It is So different then Win 95/98!
2. Built in Midi Ports and unique midi software.
3. Easy to use interface; the best of both worlds (mac/PC)
It can read dos based discs yet has the feel (or better then) a mac.
4.Missile Command!
I could go on and on ...BUT ...give someone else a hack!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

984. SCSI partitions

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: Mathias Rosén <mathias.rosen@vtc.volvo.se>
Message-ID: <3716D7E5.A2DEB785@vtc.volvo.se>
Source record: 80743

Hi.

I don't know whether this is the right forum for this question, but
I've just bought an used Akai S1000 (it's a sampler).
It is suppose to use Atari-scsi partitioning, that is why I ask you guys. :)

How does "atari-scsi" work? Is there a FAQ on the subject?
I'm trying to get my old Seagate ST1489N to work with it, but it doesn't
spinn up. There are LOTS of jumpers on that old disk, maybe a combination
there might do the trick.

Every small piece of information is useful.
Thanks in advance.

Mathias
--
mailto:mathros@one.se

985. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f6mf4djk1@news6.svr.pol.co.uk>
Source record: 80744

On 14 Apr 1999 18:30:51 , Steve Sweet wrote:
>On 13 Apr 1999 06:45:25 , Derryck Croker wrote:
>
>Did he now!!!

I know, it's amazing! ;-))

>:>Now, can anyone tell me how to get the TTP utilities run in a VT52 window
>:>when run from within Okami under MagiC - or indeed other programs which

>Yep!, install the TTP under applicat (magic's pet pussey cat) and elect it
>as a TTP, after that it will be forced into a window..

Is Applicat purely for use with MagxDesk - I use Thing, and shortly Jinnee.

Meanwhile the tip about TOS2GEM works for Okami's use of TTPs, but my CiX
OLR still runs arc.ttp on a ghastly TOS white screen.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

986. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <3718DF5C.547D454B@atari.org.pl>
Source record: 80559

> I have tried both Videl and Videlity without any success at all despite
> the fact that my 14" Philips monitor supposedly has a std resolution of
> 800*600.

You can get 800x608 non-interlaced in 16 or 256 colours on standard
Falcon without any hardware extensions. Just the matter of using and
configuring a software screen expander like Videlity or Videl Inside you
already mentioned.

The only disadvantage is that in 800x608 the vertical screen sync
(i.e. the refresh rate) goes very low, i.e. it is about or slightly
more than 50 Hz.

987. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <3718E5B7.268383BE@atari.org.pl>
Source record: 80560

joska@nuts.edu wrote:
> Sorry, but since MagiC most likely use it's own filesystem to write the log
> (doing otherwise would be just plain stupid) I don't trust it for *any* disk-
> access anymore. I will never again make the mistake of booting it on my
> Falcon, especially since everytime I've stopped using MagiC (and promised
> myself not to use it again...) it's been because...
>
> a) ...of it's incredibly poor stability.
> b) ...it regularely kills my C-partition.
>
> However - as I've said many times before - on my TT I don't have any problems
> with it.

Some day one of my friends, Amiga user, has bought an Atari 1040STE.
This STE was good equipped, it has TOS 2.06, 1.44 MB floppy, a hard
drive and 4 MB of RAM. Also, with the computer he has got a bunch of
software on floppies. The computer was in an excellent condition and
(as we proved at service) 100% okay considering the hardware.

I was asked to help him installing all that since he haven't had any
clue.

I've configured the TOS, but when I looked at the application software
to install, I found MagiC 5.something. Well, I think then, why not: if
this beast is supposed to work stable on anything except Falcons,...
saying truth, I was also curious personally to see a legendary MagiC
stability.

So I have installed MagiC on that computer. It rebooted OK, then MagiC
desktop has appeared. So I setup icons and all that stuff we do to
configure desktop, then selected "Arbeit sichern" from the menu. It
crashed at that very moment. Id est, it behaved like it used to on most
Falcons.

This experience makes me think that aforementioned operating system is
crap and there's nothing really Falcon related. I've seen a lot of wise
sayings here like "some Falcons have been made Monday morning" and
"Atari did something strange in Falcons" etc. However, I personally
think it's pure bullshit: how come everything can run stable on Falcons
(everything = Linux/m68k, NetBSD, MiNT, TOS finally), just MagiC cannot?
Isn't it just MagiC where strange things are done or that is assembled
Monday morning?

PS.1. No, I've never applied MagiC to my TT.
PS.2. That STE is running MiNT as a secondary OS now (primary is TOS
2.06).

988. Re: Characters wrong

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3717cd521da2450@smok.krakus.top.pl>
Source record: 80561

On Fri 16-04-1999 18:07 (GMT) Stichting ST wrote:

>So that means: everybody in Europe (except UK) should make messages
>with ISO?

If someone wants to use 8-bit characters (i.e. with codes > 127), he
should use ISO standard. For Western Europe (and for UK also - because
of the Pound sign) it is ISO-8859-1. For most news/mail readers ISO-
8859-1 is default.
When using only 7-bit character a message header can define:
charset=us-ascii
or not to define characterset at all.
The most competent in this matter is Jos den Bekker.

>And how do I do that with newsie, AMail QED Everest etc?

I can describe what I was doing when using NEWSie.
I prepared a special font and a special keyboard layout, both according
to the ISO-8859-2 standard.
Having this, it was no problem to read/write messages in ISO standard.
When editing new message I kept to insert in the first line of message
the following line:
Content-Type: text/plain; charset=ISO-8859-2
and to leave the next line empty.
Messages prepared in this way were recognised and decoded correctly by
other mail/news readers.
You can do this same for ISO-8859-1.

>I look at the manual and cannot fimn info about using those ISO's. Or
>am I not good looking?

Check O.INF file - comments include all this informations.

>
>And does your remark 'only Okami' that all newsread and write stuff
>for Atari is outdated? Or not International? Can go down the drain?
>May land in the gutter?

No! Simply, no one (except Polish users) asked for this!
On the John Rojewski's "To Do" list, implementing an ISO standard is
far from the top:(

>And what about CAB.
>That piece of software is also trash? Does not manage to do anything
>with ISO-tags on HTML-pages as far as I know.

It is possible to prepare a special SPDCHAR.MAP file for remaping
characters (as we do). Ask Rain how to make this ;)

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

989. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3717CB97.B58EA49C@ihug.co.nz>
Source record: 80562

Hi there,

Doctor Clu wrote:
> Let's face it, besides cute little programs that dance around that are
> DOWNLOADED INTO YOUR COMPUTER to run (which is again not a good
> idea....) what does java accomplish?

I sometimes wonder that. I'm learning Javascript currently (not easy considering I'm a Falcon owner!), and use net resources to find some examples of Javascript. Most archives of example scripts have a lot of onmouseover image change effects, but few real clever scripts. I also find some good scripts like ones that check validity of data entered into webpage forms etc...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

990. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: drojo@email.utmb.edu
Message-ID: <7f8od9$e43$1@allele.utmb.edu>
Source record: 80563

Hi Rob. Not to be too picky about this, but is there any way to by-pass the
java thing? that way the chat is restricted to those who have access
to other computers. It is perfectly possible to set up a chat
without java, like the AUNT chat that can be used with CAB.

Regards...

Daniel

On 16 Apr 1999 00:16:48 , Atari-Users.Net wrote:
>
>
>Hi Chris,
>
> If you have access to a computer that can handle Java, Every Tuesday night
>at 9pm Eastern (USA) try out Delphi's Atari Advantage. www.delphi.com/atari

////////////////////////////*****\\
Daniel R Rojo . \|/ . C-Lab Falcon MKX
Department of Physiology . --*-- . M68030/M68882 @ 16Mhz
UTMB, Galveston, Texas. . /|\ . MAGIC 6.01

"And you shall know the truth,
and the truth shall make you free" John 8:32
*****////////////////////////////////

991. Re: How do ye work this hing?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <j2HOiLA3p$F3EwbT@steverosie.demon.co.uk>
Source record: 80564

In article <3717a7bc@kaos.fastnet.co.uk>, Andrew Irvine
<ozzyman@vectranet.co.uk> writes
>I'm not too sure I am working this right, isn't there supposed to be
>threads and stuff, I use newsie, i clikced on com.blah blah blah and
>there were only 16 messages, it that all that's there?

It will build up in time.

I'm using Turnpike on a pc at the moment at when I add a new newsgroup
it always takes a while as you don't get ALL articles in the past
history. It'll soon build up;)

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

992. Re: Looking for STers in Phoenix AZ Area

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: poolguppie@aol.com
Message-ID: <19990416233433.24782.00002151@ng-fv1.aol.com>
Source record: 80565

I live in Mesa and I have some Atari hardware
(1040's and a MegaST, 20 and 30 meg hard drives and several B&W and color
monitors)
along with some software. If you are interested in buying any of the above
items, send me an E-Mail.

Thanks,
David Wiseman
(poolguppie@aol.com)

993. Anyone Know what this is!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <DpG21PA9IAG3EwWO@steverosie.demon.co.uk>
Source record: 80566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I'll describe this to the best I can:

I have an STE that has the standard 4 SIMM sockets. 2 of the slots are filled with the standard 520 configuration.

In the other 2 (other memory bank) is 2 SIMM like boards that lead to another circuit board that has 2 1 meg SIMM's solder directly to the board and 2 empty SIMM sockets!!!

This gives 2.5 meg of memory! What is it?

There is no clues on the board, and it is of a commercial quality.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

994. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Nik Simmonds <nik@bhace.demon.co.uk>
Message-ID: <ZnXoGCACIAG3EwVd@bhace.demon.co.uk>
Source record: 80567
Cross-posted to:
alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,dennon.ip.support.atari,pnet.comp.atari

Well where is it and I'll try and attend.

knowing my luck it'll be in Burundi or somewhere else out of the way.

In article <FA90Gx.Dnt@cix.compulink.co.uk>, Christopher Good
<cgood@cix.compulink.co.uk> writes
>>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
>>Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,
>demon.ip.support.atari,dennon.ip.support.>atari,pnet.comp.atari
>>Subject: Atari Show UK
>>Date: Thu, 15 Apr 1999 19:46:24 +0100
>>
>
>Hi Roy,
>
>>Due to a change of plan I will now be attending the Atari Show :-)
>
>I'll see you there then :-) Pity nobody else seems to be going:(
>
>Chris
>

--
Nik Simmonds

995. Re: Query: Hybrid Arts inc. for ST..wha

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: cmassey@gate.net
Message-ID: <7f9186$296e$1@news.gate.net>
Source record: 80568

You can order the latest and probably final version which is called
EditTrack/SMPTETrack Platinum from SYSTEMS FOR TOMORROW. I bought it
from them about a year ago. It was $85. as I recall. It's a solid
program and I use it in my recording studio in a pro situation.

SFT is 800-875-4943 or EMail:
sales@SystemsForTomorrow.com

Hope this helps.

Charlie

> Hello, I'm wondering what happened to the Software company called Hybrid Arts
> Inc.? They made a terrific music program called SMPTE TRAK (or MIDI TRAK) for
> ST back around '86. I have been unable to locate any upgrades/updates. My
> version is 6.0 If anyone out there can assist me in locating such upgrades,
> I'd be most appreciative. Regards, James
>

996. extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <7f970dvdf1@roch.zetnet.co.uk>
Source record: 80569

In a former life as an exotic dancer, jim <jim@studio9.demon.co.uk> wrote:
> Finally get Steinberg's export.drv/xport.drv, I've also seen it called modem.drv from Steinberg's FTP site and stick it in MROS folder, get most up to date MROS while you're at it
>
> I'm not sure what Notator does with this box but I have heard suggestion that it will recognise it.
>

Notator definitely works with it. It's basically the first port on C-Lab's old "export" device, which gave 3 extra outputs. No drivers needed.

Cheers,

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

997. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqe8os.1myay8mku94coN@pm-d23.rhein-main.de>
Source record: 80570

Stichting ST <atarist@xs4all.nl> wrote:

> On 15 Apr 1999 05:50:34, Robert Schaffner wrote:
> >> can you ram an fpu in any ST and expect better performance? A bargain if
> >> you can surely?
> >
> >No, only if you have software for..
> >(NeoN Grafix as example) (Neon needs an TT or an F030)
^^

> Yes Neon Graphics.
> In their advertising you definitely cannot find a remark about: for
> Falcon an FPU is needed....
> (and it definitely needs one)

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

998. Re: STING

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f9dt2$4em$1@news6.svr.pol.co.uk>
Source record: 80571

On 15 Apr 1999 12:23:55 , Stephen Barszczak wrote:

>>What was the cure for the problem you had with STinG initialising the
>I don't know mate, all I could find was a typo in the configs with my
>name, but that didn't cure it:-((
As long as the PAP_ID and password was OK it shouls have been OK anyway.

>I just kept on trying and it started to work on its own.
Odd!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

999. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f9dt3$4em$2@news6.svr.pol.co.uk>
Source record: 80572

On 15 Apr 1999 20:48:32 , "Christopher Good" wrote:
>>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>

>>Due to a change of plan I will now be attending the Atari Show :-)
>
>I'll see you there then :-) Pity nobody else seems to be going:(

There will be a small contingent from the two Hertfordshire user groups going
(mostly under disguise as ST+)

So you won't be alone - see you there.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1000. Re: ScanX and Epson Scanners- WAS Re: S

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f9dt5$4em$3@news6.svr.pol.co.uk>
Source record: 80573

On 15 Apr 1999 20:18:07 , Paul McIntosh wrote:

>>> Nima Montaser wrote:

>>> > I just wanted to let everyone know that ScanX is now also
>>> > compatible with the UMAX Astra 600s series of scanners,

>I'm on the look out for a scanner , and was just about to pick up
>a hand held when I saw this article , where can I pick up a UMAX
>scanner?

You'll get the best deal if you order the scanner driver directly, and look in a PC magazine for pricing on scanners (look at the small print to see if the dreaded VAT is included...)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1001. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7f9dt7$4em$4@news6.svr.pol.co.uk>
Source record: 80574

On 15 Apr 1999 20:19:25 , Paul Nurminen wrote:
>Well, I aquired a NEMESIS board from a guy in Finland, and I'm getting ready

>I remember others mentioning problems if your RAM isn't up to snuff.
Titan specifically recommend Panasonic 60mS RAM (I beieve it's EDO but I'm no expert in this!). These have a metal shield.

>Does the NEMESIS upgrade actually eliminate the Falcon SCSI bug
Mine did, but others may report different results.

>Will the NEMESIS increase the useable serial port speed on the Falcon? I >can't seem to get anything higher than 57,600 on mine now (with HSMODEM).
It should be happy at 112500 in 2 colour mode (and 256 for web access), but if you use Zmodem in 256 mode then you will probably need to drop back to 57600.

>Is there anything else I should know or check or have done when getting the >NEMESIS installed? Basically, I want to make sure the job is done right the >first time so I don't have problems later. I don't want to overlook anything.
If it works it's done properly! :-))

About the only annoyance I found was a few groups of pixels flickering with Nem. on high - something which persists with the CT2 card that I now have installed (which is unexpected!).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1002. QUESTION !!!!!!!!! Re Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jon <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7f9ld9$d1a$1@news5.svr.pol.co.uk>
Source record: 80575

I,m thinking of buying Cubase V3
Can someone tell me what are the advantages of this version over V2
and could they tell me the major differences between V3 / V3.01 / V3.10
CHEERS RAS

1003. Okami (was: FireNews)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371868801607e70@smok.krakus.top.pl>
Source record: 80576

On Fri 16-04-1999 01:57 (+0100) David Bolt wrote:

I don't know if it's possible to find v1.35b, but I know it
>works very well with Magic.

Version 1.35b is to be find on:
ftp://piwo.bl.pg.gda.pl/incoming

I really can't guess why Jos didn't release this version.
It is much mode advanced then 1.34.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1004. Okami (was: FireNews)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371868801607e71@smok.krakus.top.pl>
Source record: 80577

On Fri 16-04-1999 06:48 (GMT) Derryck Croker wrote:

>>What version of Okami have you installed?
>
>1.34+

Try 1.35b or wait for the official release of 2.0.

>>>Okami says that this doesn't exist when I click on its name in the group
>>>list - although it imported it without complaint.

I suspect, index file of this newsgroup is corrupted. Try the following:

1. Move PROGRAMMER.IDX file into the save place,
2. Start OFIND.TTP with a parameters:
-h --Repi comp.sys.programmer

Index file will be repaired and this should solve the problem.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1005. FA: VERY rare Diamond GOS cart ST like OS for Atari 8-bit / XE / 800 XL software suite!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <37185E55.4D73@primenet.com>
Source record: 80578

Go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=92206530

for more info! Thanks!
--
I'm astounded by people who want to "know" the universe
when it's hard enough to find your way around Chinatown.
Woody Allen

1006. Re: FireNews (was Joe/Tony/etc)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924344523.14165.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 80579

Trevor Spencer wrote in message <7f8gqo$sp2$1@roch.zetnet.co.uk>...
>On 14 Apr 1999 19:14:52 , "John Whalley" wrote:

[Stuff about problems with Okami under MagiC/VFAT]

>I've had problems with MagiC/VFAT. A partition (not the Newsie one) got
>itself well screwed up and only some of the files could be read, folders
>couldn't be opened,and others could not be deleted, it told me it had
>5Gb in several folders, on a 350Mb hard drive!

I never used VFAT on my Atari/MagiC. ISTR that the early implementation (in MagiC4) was supposedly a bit iffy, but it's better in later versions. No problems yet with it using MagiC-PC, but then Windoze is quite capable of messing up your hard drive without any extra help...

>STTools couldn't access the partition, KNifeST didn't want to know and
>Optimiser listed loads of problems in the Log files.

I'm unfamiliar with Optimiser, but know for sure that STTools (unless there has been a recent update) and KnifeST don't understand VFAT and will most likely make matters worse if used on a VFAT partition.

>Incidentally, so far, Newsie 0.94 has been completely stable, no log
>file problems, nothing.

Hopefully that problem with the earlier versions has been fixed, then.

BTW the Okami/VFAT thing was nothing to do with drive corruption, just something to do with how Okami operated when it detected a filing system with long filenames: whatever it did worked with MinixFS under MiNT, but not VFAT under MagiC.

The two are quite different: MinixFS for example is truly case sensitive (as with most Unix filesystems), so file.txt is different to FILE.TXT. VFAT is case *preserving*, so it knows if you've used file.txt or FILE.TXT, but they are regarded as identical filenames.

Whether this is anything to do with Okami's problem isn't clear, but as someone pointed out it has been fixed in later versions.

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1007. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924344529.14165.1.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 80580

J WILKINSON wrote in message <3717CB97.B58EA49C@ihug.co.nz>...
>Hi there,
>
>Doctor Clu wrote:
>> Let's face it, besides cute little programs that dance around that are
>> DOWNLOADED INTO YOUR COMPUTER to run (which is again not a good
>> idea....) what does java accomplish?
>
>I sometimes wonder that. I'm learning Javascript currently (not easy
>considering I'm a Falcon owner!), and use net resources to find some
>examples of Javascript. Most archives of example scripts have a lot
>of onmouseover image change effects, but few real clever scripts. I
>also find some good scripts like ones that check validity of data
>entered into webpage forms etc...

It's important to realise that Java and JavaScript are two separate things with (unfortunately) similar names. JavaScript is a scripting language, usually interpreted by the browser, and does the kind of thing mentioned above. Java is a full-blown programming language for writing programs which run in the Java Virtual Machine - even big packages like Word Perfect.

AIUI the JVM is *supposed* to be a secure environment (the Java "sandbox" in which the programs play...), in that the programs are supposed to have no direct access to external resources such as your hard drive etc. Wouldn't surprise me if it turned out to be full of security holes, though.

The idea of *Java* is that you can write applications which are platform independent, so as long as you have a JVM on your computer you can run the same code as someone using a JVM on another machine. So, for example, the Java Word Perfect should work on Windows, Mac, Unix etc. The only reason why it won't work on Atari is that there isn't a full JVM available (I believe that the one that has been ported is missing some of the bits needed for a GUI).

This of course is why Micro$lop has been trying like mad to make Java use Windows proprietary extensions, as platform-independent code is anathema to Mr Gates. They tried the same trick with JavaScript, too, by promoting VBscript and ActiveX (which only work with Windows), fortunately without succeeding so far.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1008. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924344530.14165.2.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 80581

Chris Cracknell wrote in message <7f8i51$shm@james.hwcn.org>...

[Hates]
>People who are unneccesarily rude to newbies who ask a question like
>"How do I hook up a hard drive to my ST?". There's no need to post back
>"Read the f*ck*ng Quick FAQ you newbie lamer." If they're newbies then
>they likely don't even know the Quick FAQ exists, it's not like they're
>psychic or something. I know it's annoying to see 100 posts asking the
>same old questions, but there's no reason to be rude about it.

I agree about gratuitous rudeness to newbies (and freely admit I've flown off the handle before now, something of which I'm not proud), but there is an element of personal responsibility involved in ignoring basic netiquette. Just about every internet primer worth its salt and all the useful docs posted to news.announce.newusers make it clear that it's good manners to lurk in a newsgroup for about a fortnight before posting. Partly to get a feel for what's acceptable to the existing users and partly because most FAQs (and often charters, too) are posted regularly (weekly or fortnightly) so you'd receive it in that time window. We don't have a regular FAQ posting here, but anyone subscribing and reading for more than a couple of days should pick up on the existence of the quick FAQ and how to get hold of it.

I get the general impression that a lot of the repeated FAQs come from people who ignore this basic advice or (worse IMHO) don't even read the group - hence requests for email responses. In which case I'm of the opinion that a quick response of "go and read the FAQ" is appropriate. Similarly short shrift should also be given to unnecessary multiple postings, something else clearly advised against in any netiquette guide.

So newbies aren't psychic, but often they have good advice available and choose to ignore it.

If they follow the guidelines (which their ISP should have told them about, either in their signup information, their web guides for new users or at a minimum by automatically subscribing new users to news.announce.newusers), by the time they start posting they will know about how not to antagonise other users and how to get the FAQ.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1009. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7f9oil$12f$1@roch.zetnet.co.uk>
Source record: 80582

On 16 Apr 1999 20:10:29 , Stephen Barszczak wrote:

>>It filters the messages you download.
>
>Do you mean stops unwanted mails getting through?

Yes, as long as you can identify these messages by strings in the
headers.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1010. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <7f9pba$14f$1@roch.zetnet.co.uk>
Source record: 80583

On 16 Apr 1999 12:36:18 , Robert Schaffner wrote:

>> Will the NEMESIS increase the useable serial port speed on the Falcon? I
>> can't seem to get anything higher than 57,600 on mine now (with HSMODEM).
>
>I think no. You have MagiC? Same as here... 57K6, not more.
>Allways CRC-Errors while using 115K2, nemesis doasn't fix that.
>Better chance for 115K2 without MagiC.

Hi Robert!

Strange that I have an unaccelerated Falcon, running MagiC 6, yet I don't
have any of the problems you mention running my serial port at 115K2.

Cheers!

James

+--+-------------------------------+
James F. Haslam	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

1011. Re: STING

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <7f9q4f$k5i$1@irk.zetnet.co.uk>
Source record: 80584

On 15 Apr 1999 12:23:55 , Stephen Barszczak wrote:

>>What was the cure for the problem you had with STinG initialising the
>>connection?
>
>I don't know mate, all I could find was a typo in the configs with my
>name, but that didn't cure it:-((
>
>I just kept on trying and it started to work on its own.

I've had a Freeserve account for some time now, and have had no problems with it until the middle of this week when STinG refused to initialise about 90% of the time. A friend of mine with a Freeserve account and STinG also has had similar problems :-(Maybe it's a problem with Freeserve?

I've also had problems over the last few days accessing web pages through Freeserve - a lot of server errors are coming up, although things seemed a bit better today :-/

Cheers,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1012. [PUB]: New at the Belgian ftp-site: 193.190.205.13

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3718721217ae7e2@ping.be>
Source record: 80585

```
****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE
SO HE CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

****

**MiNT**

ftp://193.190.205.13/atari/incoming/mint/filesys/minixfs-0.71.tar.gz

ftp://193.190.205.13/atari/incoming/mint/misc/fsetter-0.7.tar.gz

ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.2/mint-1.15.1-1.2-src
.tgz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.2/mintnp.prg-000-1.15
.1-1.2.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.2/mintnp.prg-030-1.15
.1-1.2.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.2/mintnp.prg-deb-1.15
.1-1.2.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.2/mintnp.prg-mil-1.15
.1-1.2.gz

ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.3/mint-1.15.1-1.3-src
.tgz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.3/mintnp.prg-000-1.15
.1-1.3.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.3/mintnp.prg-030-1.15
.1-1.3.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.3/mintnp.prg-deb-1.15
.1-1.3.gz
ftp://193.190.205.13/atari/incoming/mint/kernel/betaversion/1.15.1-1.3/mintnp.prg-mil-1.15
.1-1.3.gz

*****************************IMPORTANT*********************************
* *
* Please keep in mind that the above kernels are beta versions. *
* Beeing so it's very lickely that they contain bugs. If you are new *
* to MiNT please use the official 1.15 release *
* *
***********************************************************************
```

graphics
ftp://193.190.205.13/atari/incoming/graphics/stcad112.lzh (ST CAD v 1.12)
ftp://193.190.205.13/atari/incoming/graphics/bell010199.zip (Bellini)

hypertext
ftp://193.190.205.13/atari/incoming/hypertext/ahyp.zip (Atari Info Pages)

docs
ftp://193.190.205.13/atari/incoming/docs/scsi2sp.lzh (SCSI specifications)

database
ftp://193.190.205.13/atari/incoming/database/dx_209.lzh (Disk Index V2.09)

magic
ftp://193.190.205.13/atari/incoming/magic/fritz_45.lzh (Multitasking system monitor for MagiC (and N.AES))

utilities
ftp://193.190.205.13/atari/incoming/utilities/et100.lzh (Euro converter)
ftp://193.190.205.13/atari/incoming/utilities/htm2grp.zip

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1013. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <JDRGDDCIUP@data.rhein-main.de>
Source record: 80586

In <924283829.775981@news.netactive.co.za> Ted Parrett wrote:

>I'm sure I have read that it is possible to obtain screen resolutions
>beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If

Yes it ist possible.
ScreenBlaster internal or external module
NOVA-Board (realy expensiv) only as used unit avaiable (I think so)
Titan Design..

Use CT2 acellerator with 928x608x256 in this moment on my machine.

SreenBlaster is the easy to use one, not expensiv, hart to get.

>so does anyone have the details of such a card re supplier/price/ in case
>or out of case fitting/ plug in or solder etc.

NOVA Boad -> Plug In (Falcon internal expansions port) (expensiv!)
ScreenBlaster internal, 4 Solderpoints, one on SMT Videl chip.
ScreenBlaster external, plug in. Monitorport an one of the paddle ports.
Titan -> no informations, try the Titan WebPage
All other hardare based video blasters.. -> soldering, Falcon internal.
BlowUp..
FX-Board.. (accelerator, screen- memory expansion on one board)

>I have tried both Videl and Videlity without any success at all despite
>the fact that my 14" Philips monitor supposedly has a std resolution of
>800*600.Looking through some of my old mags I found a review of

Used display must handle higher resolutions and frequencys.

>Screeblaster 2 but noted it used one of the paddle ports. I have the Log3
>dongle permanently plugged in to the cartridge port and that covers up
>bothe the paddle ports so even if that is still available it wont be of

So you need the internal version ;-)
(Can't say how you can get this expansion) (Take a used unit)?

Hope that helps

Regards, Robert

--
-= Home of DOIT-Archives =-

_____
CENTurbo2 F030 520ST G3Mac Lynx Jaguar
robscha@data.rhein-main.de
http://www.rhein-main.de/people/robert/index.htm

1014. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7fa2dlgn1@nnrp1.dejanews.com>
Source record: 80587

Hi Daniel,

On the Delphi chat... I believe they do have an non java version
(JOE,DANA????), But I think you need CAB 2.7 at least, because the site
uses "cookies" and 2.7 is the only version that supports it.
Let me find out a little more info and I'll post it here...

Rob

Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing
In article <7f8od9$e43$1@allele.utmb.edu>,
drojo@email.utmb.edu (Daniel Rojo) wrote:
> Hi Rob. Not to be too picky about this, but is there any way to by-pass the
> java thing? that way the chat is restricted to those who have access
> to other computers. It is perfectly possible to set up a chat
> without java, like the AUNT chat that can be used with CAB.
>
> Regards...
>
> Daniel
>
> On 16 Apr 1999 00:16:48 , Atari-Users.Net wrote:
> >
> >
> >Hi Chris,
> >
> > If you have access to a computer that can handle Java, Every Tuesday night
> >at 9pm Eastern (USA) try out Delphi's Atari Advantage. www.delphi.com/atari
> >
> ////////////////////////////*****\\
> Daniel R Rojo . \|/ . C-Lab Falcon MKX
> Department of Physiology . --*-- . M68030/M68882 @ 16Mhz
> UTMB, Galveston, Texas. . /|\ . MAGIC 6.01
> ---
> "And you shall know the truth,
> and the truth shall make you free" John 8:32
> *****/////////////////////////////////////
>
--

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1015. Atari Online News, Etc. #0107

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <JRX7hHA.dpj@delphi.com>
Source record: 80588

```
A-ONE #0107 04/16/99

~ People Are Talking! ~ Seagate Rebounds in Q3 ~ MLB 2000 Ships!
~ AMD PGL Playoff Games! ~ Navy Trains Using Game ~ New Computing Era?
~ AOL Volunteers Upset! ~ 'ST-News' on the Web! ~ c.s.a.a. Back!
~ Back In Time w/ Hasbro ~ AltaVista To Plug Ads ~ Java For Windows

-* Net Names Monopoly Crumbling *-
-* Paducah,KY Killings Cite Games, Net *-
-* EGM & PSX Mag to Preview Star Wars Game 1st *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1016. atari stuff to trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <7fa2qh$j3s$1@news1.skynet.be>
Source record: 80589

i'm willing to trade atari stuff for atari stuff.

at the end of the list, there is some other non-atari stuff to swap as well but i'm only interested in atari stuff, don't propose other stuff or money.

i'm in belgium so consider the postal costs accordingly.

tags: games title have tags. these are: "b" to say it comes with the box; "d" to say it comes with the doc; "f" to say it has no value to me and that it is free to give away along with any other swap.

bargain by e-mail only.
===
i propose:

lynx games: shadow of the beast (bd), hard drivin' (bd), ishido (bd), viking child (bd).

jag games: kasumi ninja (bd), cybermorph (fd), blue lightning cd (fbd), vidgrid cd (fbd), myst cd, full version (bd).

a working jaguar without joypad, with alim, scart cable, av stereo cable (d).

n64 games: turok2, seeds of evil (bd), zelda ocarina of time (bd).

pc games (that work under plaindos): might & magic 4 (not the reedit) (bd), realms (bd), ultima vii + data disk (forges of virtue) (bd), ultima vii ii's data disk (serpent seed) (bd), shadowcaster (bd), arena the elder scrolls (bd), ultima viii pagan (bd), f-29 lightning ii (fbd), f-16 fighting falcon (game text in german) (bd), ultima underworld i (bd), ultima underworld ii (bd), flying corps (fbd), flames of freedom (bd).

pc joysticks: 2x quickshot v (2-buttons flight simulator stick with adjustable x&y sensitivity), and 1x gravis gamepad (with drivers).
===
i'm looking for:

a tt-ram card fully fonctionnal that can carry at least 8mb.

any lynx games, particularly: california games, slime world, ms pacman, asteroids/missile command.

any jag games, particularly: worms.

any st originals, particularly: dungeon master, starglider ii, superwonderboy in wonderland, ghost and goblins, ghouls & ghosts, elite, castle master 1&2, viking child, tower of babel.

mouses for atari.

in order to burn them and put the pictures on the destroy microsoft website,
free original microsoft products of high value with box and docs (you won't
ask for something in exchange for those).
===

ethh
key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org

1017. April CACUG Meeting

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7fa435$e0o$1@alexander.INS.CWRU.Edu>
Source record: 80590

The April 19, meeting of CACUG (Cleveland Atari Classics User Group)
will be open to all Atari platforms. It will be held at the
Peoples Community Church, at 631 North Rocky River Drive
in Berea, Ohio at 7:30PM. All are welcome to attend.

We will have a local area musician doing a MIDI Demo
on the Church's keyboard with his ST of course.

Thank you,
Martin Quinones
President CACUG

For more info or directions please contact

Martin Quinones : ak527@cleveland.freenet.edu
or
Jim Krych : ab453@cleveland.freenet.edu
--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

1018. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqeqzn.rg86hlntgtq2N@pm-d27.rhein-main.de>
Source record: 80591

> Strange that I have an unaccelerated Falcon, running MagiC 6, yet I don't
> have any of the problems you mention running my serial port at 115K2.

Yes, some have this trouble, some not. I donï¿½t know why.
You also use HSModem7?
Sure, since CT2 i also used 115K2 on Modem2
Same as with a "naked" :) Falcon.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1019. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <7fa6kb$3bc$1@roch.zetnet.co.uk>
Source record: 80592

>I love my Atari because.................
>
>

Another reason..........

At least with the ST you knew it crashed (when it crashed that is). Your not sat there wondering if it's crashed are taking a very long time to do something because it's so slow! Also it was an outright crash and not a gradual deteriation of the OS like with the PC. Also they weren't random like Louis has mentioned and I'm sure most of us have experienced.

Muscles

Be Strong..............

1020. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <wj1S2.887$IS2.47670@monger.newsread.com>
Source record: 80593

On 16 Apr 1999 00:16:48 , Atari-Users.Net wrote:

| If you have access to a computer that can handle Java, Every Tuesday night
|at 9pm Eastern (USA) try out Delphi's Atari Advantage. www.delphi.com/atari
|The Guy's From A-ONE are usally around (And ME!!)...

Rob,

It's not JAVA that's required, but cookies. While there is a JAVA
applet that you can use to chat on Delphi, there is also a HTML
version that sort of work with CAB 2.7. Cookies are an absolute must
though.

I used CAB and the HTML chat software this past Tuesday evening to
chat for a while, but it drove me absolutely nuts. I prefer chats the
way God intended... in ASCII. <G>

I frequent the Delphi chats, but haven't made it around to any others
on the web. Maybe someday. :(

Take care,

Joe Mirando
Managing Edior, A-ONE Mag

1021. Re: Okami (was: FireNews)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3718b2f02ff0f1@ping.be>
Source record: 80594

on Sat 17-04-1999 10:27 Krzysztof Maj wrote:

>
>
>I really can't guess why Jos didn't release this version.
>It is much mode advanced then 1.34.

Because it's a beta version. That's why I never have put it on the Belgian
ftp-site too.
AFAIK 1.35b was some kind of interim version between 1.34 and v2.0

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1022. Re: Next meeting of WAG

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <7fa97q$3lb$1@roch.zetnet.co.uk>
Source record: 80595

>
> Well, after you have recovered from the Atari show this weekend, why
> not pay a visit to the next meeting of the Wessex Atari Group ?
>
> Go to http://www.users.zetnet.co.uk/rgoring/wag for more details ...
>

The new url is

http://www.incontrolinternet.co.uk/wag/

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

1023. Re: New STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7fab8o$3t1$1@roch.zetnet.co.uk>
Source record: 80596

On 16 Apr 1999 22:40:19 , "Bengy Collins" wrote:
>In case everyone doesnt know, an updated STiNG was recently released by Ulf
>Ronald Andersson and can be downloaded from MagiC Online in the Networking
>section, as well as the temp. STiNG page:
>
>http://www.ettnet.se/~dlanor/sting/html/index.htm

Ah, thanks.

Why is Ulf releasing this? Has a disaster befallen Peter and/or the
STiNG home page? As far as I remember Ulf was in charge of the RESOLVE
module.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1024. Re: New STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <zg2S2.1995$m3.4513@news0.telusplanet.net>
Source record: 80597

> In case everyone doesnt know, an updated STiNG was recently released by Ulf
> Ronald Andersson and can be downloaded from MagiC Online in the Networking
> section, as well as the temp. STiNG page:

Well boy is my face red, when I wrote this I accidently uploaded it into
the wrong folder, and everyone who tried to get it off my page got a 404
error.. oops, sorry! its there now though,

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1025. Re: Show report for the Messe?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7fabc6$g5p$1@news1.xs4all.nl>
Source record: 80598

On 16 Apr 1999 06:48:10 , Derryck Croker wrote:
Well I was there on Saturday.The atmosphere was perfect as usual, all brothers and sisters from the same species, the usual stuff and the unusual, the well-known companies and individuals.
So I updated Papyrus 7.0 to 7.5 Word Evolution.I got a HD diskette with a .TOS file.A guy from ROM-software typed my registrationnumber and name in his computer and I paid 59 DM .
After a drive of 4 hours (250 km) I was at home and tried to unpack the disk.That went OK, but when I tried to drag the RSC file on the PAP_KEY.PRG and I filled in my reg.number and name , PAP_KEY.PRG didn't install itself .
Everytime I get a message A:\PAP_KEY.PRG not found
but.............the computer don't even look for the A drive !!I tried every possibility I could imagine, but I fear that the disk is faulty and perhaps all the update disks !!So I wrote an email to ROM_software but they didn't reply yet.....I don't like this service and I wonder if there are more disappointed Papyrus users who updated their software and have the same problems.
Jos (jovlie@xs4all.nl)

1026. Re: QUESTION !!!!!!!! Re Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7faboe$g5p$2@news1.xs4all.nl>
Source record: 80599

On 17 Apr 1999 10:49:05 , "jon" wrote:
hello Jon !
Well Cubase 3.1 is far better than 2.01, I can tell you.The
resolution of the quarter notes is higher, the midi now really swings
! The layout is also much better, more 3D.The logical editor is
extended and now you have for every track a so-called partinfobox.
So if you can get a legal CUbase 3.1 , you're a lucky guy.
Don't ever use the cracked 3.1, it's a real mess, full of internal
errors and notes , who are mysteriously disappear !
Jos

1027. Problem please help / Probplem bitte helfen

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: sdleidel@aol.com
Message-ID: <19990417122639.29559.00001935@ng06.aol.com>
Source record: 80600

Hallo
Ich besitzte eine Portfolio und

1028. Problem !!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: sdleidel@aol.com
Message-ID: <19990417122815.29559.00001936@ng06.aol.com>
Source record: 80601

Ich besitze eine portfolio
jetzt kommts ich kann kaum .exe dateien aufrufen , ich bekomme dann immer ein
exe-fehler zu sehen (Pbasic.exe,pgshow.exe usw....)?????????
kann mir einer helfen
bitte per E-Mail an
SDLEIDEL@aol.com

1029. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <7fag1h$4de$1@roch.zetnet.co.uk>
Source record: 80602

On 15 Apr 1999 20:19:25 , Paul Nurminen wrote:
>Well, I aquired a NEMESIS board from a guy in Finland, and I'm getting ready
>to install the thing (or failing that, have Alex at ATY do it for me). I
>wanted to find out a few things from those of you who have NEMESIS installed
>in their Falcons.

I used to do the upgrades at Titan Designs when Nemesis was first released
so I suppose I could be considered an expert :)

>I remember others mentioning problems if your RAM isn't up to snuff. I
>upgraded my Falcon long ago with a 16 meg SIMM, but I don't recall the exact

This seemed to be mainly related to the memory upgrade board rather than
the actual memory. I found that standard Atari 4Meg boards were always
fine but 16Mb boards tend to cause problems.

FalconWing is a waste of space where Nemesis is concerned.
The Atari 16Mb boards which contain lots of soldered chips also cause
problems.

You should have an upgrade board which takes 1 72pin SIMM, the ones sold
by Titan are definitely best. The SIMM should be 60Ns.

>Does the NEMESIS upgrade actually eliminate the Falcon SCSI bug (where the
>drive will momentarily freeze up for a minute, then resume it's access -
>normally under 256 or greater colors)?

In most cases, yes. I upgraded one machine which locked up copying files
bigger than 1meg & this seemed to be some sort of problem with the SCSI
controller chip. After the chip was replaced everything worked fine.

>Will the NEMESIS increase the useable serial port speed on the Falcon? I
>can't seem to get anything higher than 57,600 on mine now (with HSMODEM).

I use 115200 on a regular basis with my modem and have used 153600 with no
problem via null modem (Falcon to Falcon)

>Is there anything else I should know or check or have done when getting the
>NEMESIS installed? Basically, I want to make sure the job is done right the
>first time so I don't have problems later. I don't want to overlook anything.

Do the bare minimum necessary to test the installation before adding all
the optional bits.

Install the board & ground the two switch lines first - this will let you
know that the board is working properly before you go cutting tracks
everywhere.

Then wire up the switch lines to the ACIA chips, cutting the requisite pins. Test the Falcon by running the switch programs. This will let you know that the oscillators are working.

Now do the DMA fix and test your drive at the highest speed as detailed in the manual.

At this point you should be able to install the DSP & FPU acceleration.

I wouldn't recommend the RGB mod if you don't use an RGB monitor - the tracks here are very fiddly & of course it necessitates drilling a hole in your case for switch mounting.

Above all, read the manual *AND* the readme file on the disk before doing anything. Make sure you mark the parts of the manual which need updated.

Good luck with the upgrade.

bfn

|)ave

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/

1030. Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fagu3ukf1@news6.svr.pol.co.uk>
Source record: 80603

As someone who was an ardent Atari supporter for many years, I recently fell out of touch with the Atari scene, and am desperate to make up for lost time. Can anyone tell me what is the best ST emulator to run on a P200 PC, and where I can get it from. I have hundreds of disks, and I'm unable to use any of them at the moment.

Andrew J. Wright

1031. FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Vlierus&#65533; <vlierus@REMOVETHISHotmail.com>
Message-ID: <7fai1a$ja2$1@news.casema.net>
Source record: 80604

Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my friend are very busy on it. It's now in a beta fase..... who is intressed?!??!?! just reply... en when it's releasd i will give you the adress 4 downloading it.....

btw.. we are looking 4 a name 4 it... pls help

SeE Ya
--
Vlierus&#65533;

1032. test

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <3718ce56449380@zetnet.co.uk>
Source record: 80605

Okami Testing. Do'nt read this....:)

--
Peter John Smith
<pjsmith@zetnet,co,uk>

1033. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7faj5gnso2@front3.grolier.fr>
Source record: 80606

Hey,

I'm interested !!!!

cordialement,

On 17 Apr 1999 19:58:43 , "Vlierus" wrote:
>Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
>friend are very busy on it. It's now in a beta fase..... who is
>intressed?!??!?! just reply... en when it's releasd i will give you the
>adress 4 downloading it.....
>
>
>btw.. we are looking 4 a name 4 it... pls help
>
>
>SeE Ya
>--
>Vlierus
>
>
>
>
>.

1034. Re: atari stuff to trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3718ABDA.81D85D5A@ping.be>
Source record: 80607

ethhoack ethanphi exbeess a *crit :

pc games (that work under plaindos): might & magic 4 (not the reedit) (bd),

> realms (bd), ultima vii + data disk (forges of virtue) (bd), ultima vii ii's
> data disk (serpent seed) (bd), shadowcaster (bd), arena the elder scrolls
> (bd), ultima viii pagan (bd), f-29 lightning ii (fbd), f-16 fighting falcon
> (game text in german) (bd), ultima underworld i (bd), ultima underworld ii
> (bd), flying corps (fbd), flames of freedom (bd).
>
> pc joysticks: 2x quickshot v (2-buttons flight simulator stick with adjustable
> x&y sensitivity), and 1x gravis gamepad (with drivers).

Seeing all this stuff in your article is really surrealistic ... I can't believe
it !
How is it possibl you own all this stuff ... devil stuff you know ;-)

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1035. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fapqd$d3e$1@news7.svr.pol.co.uk>
Source record: 80608

ok we won't ;-)

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

Peter John Smith wrote in message <3718ce56449380@zetnet.co.uk>...
>Okami Testing. Do'nt read this....:)
>
>--
>Peter John Smith
><pjsmith@zetnet,co,uk>

1036. FS: Atari Computing Issues 1 - 10

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215153.16023A@mwaterhouse.compulink.co.uk>
Source record: 80609

```
FS: 'Atari Computing Magazine' Issues 1 - 10
--------------------------------------------

Prefer to sell as one lot, but will split if worthwhile.

Offers by email please to address below.

Martin

mwaterhouse@cix.co.uk
```

1037. FS: Atari World Magazine' Issues 1 - 11

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215155.16023B@mwaterhouse.compulink.co.uk>
Source record: 80610

```
FS: Atari World Magazine' Issues 1 - 11
---------------------------------------

All mint condition (except issue 6 with some water damage i.e. crinkly
pages).

Prefer to sell as one lot, but will split if worthwhile.

Offers by email please to address below.

Martin

mwaterhouse@cix.co.uk
```

1038. FS: VME Ethernet Card

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215156.16023C@mwaterhouse.compulink.co.uk>
Source record: 80611

```
FS: VME Ethernet Card
---------------------

Was originally plugged into an Atari MegaSTe. Previous owner said it was
functioning. Comes without any documentation or disks.

Offer me enough to make it worth packing up and taking to the post office
and it's yours to unearth it's mysteries.

EMAIL ADDRESS BELOW.

Martin

mwaterhouse@cix.co.uk
```

1039. FS(UK): Vortex ATonce-386SX PC Emulator (for MegaSTe)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215157.16023D@mwaterhouse.compulink.co.uk>
Source record: 80612

```
FS(UK): Vortex ATonce-386SX PC Emulator (for MegaSTe)
-----------------------------------------------------

The fastest PC emulator made for the Atari range. Includes the optional
512kb of FAST-RAM. Full manual, disks and original packaging. States for
MegaSTe on the box.
```

Best offer over ?10 incl p&p secure.

```
Mail me at address below.

Martin

mwaterhouse@cix.co.uk
```

1040. FS: ST Game Civilization

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215158.16023E@mwaterhouse.compulink.co.uk>
Source record: 80613

```
FS: ST Game Civilization
------------------------
```

Manuals and disks, no box - £2.50 + p&p.

```
Mail me at address below.

Martin

mwaterhouse@cix.co.uk
```

1041. FS: *CHEAP* Atari STFM 1 meg

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: mwaterhouse@cix.co.uk
Message-ID: <memo.19990417215158.16023F@mwaterhouse.compulink.co.uk>
Source record: 80614

```
FS: Atari STFM 1 meg
--------------------

1 meg memory, DS floppy drive. Decent condition, works fine.
```

Yours for £5 + p&p.

```
Mail me at address below.

Martin

mwaterhouse@cix.co.uk
```

1042. *-* Mega Disczine issue 3 *-*

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fau13$e03$1@news8.svr.pol.co.uk>
Source record: 80615

Click on the link below and choose "issue 1 disc 2" (there is no disc 2 link)

http://www.mega-disczine.freeserve.co.uk/megamag.htm

please note this is a beta site only just uploaded, but at least you can download issue 3 from there.

www.users.zetnet.co.uk/mega.disczine/

Don't forget to mail me with you comments and support, thanks

Chris

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

1043. PAPYRUS 7.5 UPDATE

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7fauijcot1@news2.xs4all.nl>
Source record: 80616

Hi,
Did anyone go to Neuss and updated his Papyrus ?
I got an update of 7.5 Word Evolution but it won't install !
I wonder if there are more people with the same problem.
I hope somebody will react to this
Jos

1044. PAPYRUS UPDATE 7.5

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7faukpcot2@news2.xs4all.nl>
Source record: 80617

Hi,
Did anyone go to Neuss and updated his Papyrus ?
I got an update of 7.5 Word Evolution but it won't install !
I wonder if there are more people with the same problem.
I hope somebody will react to this
Jos

1045. how make st disk with pc

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: spectre <spectre@wanadoo.fr>
Message-ID: <01bbf80f$d4bbdca0$b2ce8aa4@default>
Source record: 80618

need a soft who can convert msa file in a pc to st. thanx
atari rules..........

1046. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990417175435.04515.00001651@ng-fx1.aol.com>
Source record: 80619

I'm very interested it it. Thanks.
How about Falcemu?

1047. Re: STOS contactx wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fb0n2obq1@news4.svr.pol.co.uk>
Source record: 80620

If you like programming in STOS, beginner, expert or whatever then I want to
here from you. Stop by my chat room on X-net #mega_disczine 9:00PM each
day and say hello, I'd love to here from fellow STOSSER's out there !! or
mail me if you like.....

chris.swinson@zetnet.co.uk

to see my zine written in STOS download issue 1 and 2 of my mag at .....

ftp.funet.fi/pub/atari/mag/mega/

Please stop by and sell hello sometime it would be nice for a few STOS
contacts to get together and help one another and talk about code :-)

Chris Swinson

--
----
chris-swinson@mega-disczine.freeserve.co.uk

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

Chris Swinson wrote in message <7f2l9d$34p$6@news5.svr.pol.co.uk>...
>If you like programming in STOS, beginner, expert or whatever then I want
to
>here from you. Stop by my chat room on X-net #mega_disczine 9:00PM each
>day and say hello, I'd love to here from fellow STOSSER's out there !! or
>mail me if you like.....
>
>chris.swinson@zetnet.co.uk
>
>to see my zine written in STOS download issue 1 and 2 of my mag at .....
>
>ftp.funet.fi/pub/atari/mag/mega/
>
>Please stop by and sell hello sometime it would be nice for a few STOS
>contacts to get together and help one another and talk about code :-)
>
>Chris Swinson
>
>
>
>

1048. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37186809.7674@geocities.com>
Source record: 80621

Well alright! I know that my gang would love to play around with your
new emulation engine. We even have a few programmers and hackers in
our group.
Since we tend to tinker with Atari emulation engines on both the PC,
Mac, and sometimes Atari platform... would this be a PC or Mac Falcon
engine?

Interested,

Greg Goodwin
Newsletter editor of AUNT

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

Currently having fun with...

Macintosh - MagicMac (demo) 68030 (runs better as an Atari than a Mac)
Rainbow (8-bit emulator.. slow on my 68030)

PC - Winston
PacifiST
TOSbox (trying to get it working on a Gridpad..
can we say... "STyllus"?) :)

Atari - Spectrum (Ah.. ain't it cute.. a happy Mac on my Atari...)

1049. Re: Falcon FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <371868A2.477C@geocities.com>
Source record: 80622

Why am I always broke AND in the States when bargains come up?!?

(grin)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1050. Re: Anyone Know what this is!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37186E1E.37E0@geocities.com>
Source record: 80623
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

My guess is the original owner bought a 4 meg upgrade board but could only afford 2 meg worth. I remember those days.

I bought a new-life board for a Macintosh 128K... was only able to afford two simms and the other two were later populated. Of course, the other two slots went flakey and the computer was downgraded to a 2 meg machine till it finally found silicon heaven.
The dead carcas of my Macintosh 128 is buried somewhere in my living room. :)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1051. Building an Atari ST/TT....

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37186F50.5E99@geocities.com>
Source record: 80624
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Alright, I figure this question should be asked once in my Atari career in computerdom....

Got parts lying around... mainly from my Macintosh days. I see the inside of an Atari and then a Mac... a lot of similar pieces. What are the chances of salvaging parts off the Macintosh, getting parts from elsewhere, and building an Atari computer?

(Bracing for the barage of XM301s that will be thrown at me...)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1052. Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37187142.1D42@geocities.com>
Source record: 80625
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I am an Atarian from the 8-bit days. To me there is no greater device to use for storing and constantly using a program than ram/rom based. No mechanical components to go out, nothing to lubricate... to me, it's heaven.

The only modern day equivalents that come close to the bliss of a cartridge is a flash-ram card (that I tend to use on a Newton) and of course rewritable CD ROM's are nice. (While the drive has mechanical parts, at least the CD platter will survive...)

So I'm curious... the Atari ST has a cartridge port that can handle a 128K cartridge (been into the ST scene for only five months tops). So far I've heard of a terminal cartridge and the Spectrum (Macintosh emulator) cartridge.

What else on the ST was/is cartridge based?

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1053. MagiC and HD Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7fb60b$6sq$2@roch.zetnet.co.uk>
Source record: 80626

Since installing MagiC HD floppy drive A will not save anything except possibly a small file. Switch back to single TOS, no problem.

Anybody have any ideas please?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1054. The way they Started

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <IkTMuKAqTQG3Qwfc@shaw1.freeserve.co.uk>
Source record: 80627

If you are in the UK you probably heard of "The Way they Were" and
"Before they were Famous" - well... Auntie Seedy is preparing a special
treat you're all going to be part of; They way they Started!!

All the people on the Atari Newsgroup who are your mates are going to
have their first postings forwarded. Then we can laugh when they ask a
dead obvious question!
--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) __ +_/ __|
YES! The funny forts are back! Email me any suggestions!

1055. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7fb7uf$hn2$1@cubacola.tninet.se>
Source record: 80628
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If you don't mind shopping from Sweden (Norrk&#65533;ping) you can probably find a
68882 by Bebbe Adolfsson. He also has an enormous inventory of other Atari
hardware and software. Ask him. If he says he hasn't any, ask him again, because
he has it but don't know where...

For instance, he had the Hotz sequenser software without knowing it...
:^)

Write to Bebbe at this address:

bebbe_adolfsson@hotmail.com

Martin Graiter (Bebbes friend)

1056. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7fb9ie$eg3$2@news.inet.tele.dk>
Source record: 80629

>From: draco <draco@atari.org.pl>
>Date: Sat, 17 Apr 1999 21:49:11 +0200
>
>
>how come everything can run stable on Falcons (everything = Linux/m68k, >NetBSD, MiNT, TOS finally), just MagiC cannot?
>Isn't it just MagiC where strange things are done or that is assembled
>Monday morning?

That`s not quite right, - on my Falcon, MagiC is actually very stable.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1057. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-17 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924417610.14189.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80630

Vlierus wrote in message <7fai1a$ja2$1@news.casema.net>...
>Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
>friend are very busy on it. It's now in a beta fase..... who is
>intressed?!??!?! just reply... en when it's releasd i will give you the
>adress 4 downloading it.....

I'm interested!

>btw.. we are looking 4 a name 4 it... pls help

For some reason "Buzzard" springs to mind :-)

Or Dipsy (from DSP) :-))

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1058. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <horS2.1336$IS2.67483@monger.newsread.com>
Source record: 80445

As a matter of fact, I just looked in on the Atari Advantage forum, and the new software/HTML is taking shape rather nicely. It seems like it's still being assembled to some degree, but the chat and message base links are there already. Just going to http://forums.delphi.com/atari will get you there so that you can check out what's available.

For what it's worth, I think the new setup is going to be really great.

How 'bout checking it out for yourself and letting the Forum Manager know what you think? By the way, I'm not a member of the AA forum team, just a long-time member. <g>

Take care,

Joe Mirando @ A-ONE Mag

1059. POV

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fdg4ohqe1@news4.svr.pol.co.uk>
Source record: 80446

I remember a few years ago I used the P.O.V. raytrace programme on my ST. Does anyone know of where I can get a copy for my PC (I know this is an Atari site) and if not, will it run on an emulator on my PC - as this is much faster than using my ageing ST.

Andi.

1060. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fdg3l$1ch1@news.ajou.ac.kr>
Source record: 80447

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:

> <Edited>

>I was quite satisfied with STinG 1.15 and have re-installed this
>version again.
>Why are updates of good working programs hardly ever an improvement ?
>
>I don't need more options, I just need reliability.
>
>I'm using one simple Atari 1040STf with 4MB ram and single tasking
>TOS 1.4. I have the dialer installed as an desktop ACCessory.
>**
>* That's it folks ! *
>* *
>* Martin Tarenskeen *
>* e-mail: mt--------@telebyte.nl *
>* (Remove -------- from e-mail address before sending me any mail) *
>* Homepage: http://www.telebyte.nl/~mt *
>**

Hello,

I installed the new STing 1.20 on my 14meg Falcon last night and
had no problems at all. I used my old DIAL.SCR, DEFAULT.CFG, and
ROUTE.TAB from the previous STinG 1.15 I was using. STinG 1.15
has been working great on my Falcon with either TOS or Geneva/NeoDesk
for along time. I never have any crashes or lockups due to STinG.

Not sure if there is any new options with the Dial.Scr and
Default.cfg in the new STinG v. 1.20.
I would like to know what the improvement are suppose to be
in the new STinG v. 1.20. I've not used it enough yet to make
any real claims on speed improvement. But while online last
night. I did notice a big increase in speed with CAB while
having AtarIRC running in the background using Geneva.
But it was late, maybe less traffic caused the increase. :)
Will know soon as I go along with it... ;)

Also, I have used STinG v.1.15 on my 4meg STe with Tos 1.62 and it
works great with it too. No crashes or lockups.

If you are having trouble with your STinG set up then you may need
to change something in the Dial.Scr or Default.Cfg. Or it could
be your settings with HSModem7. I used the default HSmodem7 setup
for my STe. Didn't change any settings at all for it.

However I did change the settings in HSModem7 for my Falcon.
Increased the buffers to 4096 and etc..
Setting up HSModem7 for the Falcon is a bit confusing. I'm still
not sure that I have it set for Maximum performance, I can't
go above 57600 for some reason and if using a larger resolution
like 1280 x 960 in 16 colors or 800 x 600 in 256 colors I have
to use 38400. But it is very Stable. No packets dropped or etc.
I've not tried anything above 38400 with STinG 1.20 yet, will do
so soon and see what happens.

Before I started using STinG I was using HSmodem7 on my Falcon with
Oasis 1.35E. And the Atari Modem.Cpx. If I am not mistaken the
Atari Modem.Cpx would only allow 19200. And to obtain higher baud
rate one had to use HSmodem7 to patch the modem.cpx and use the lower
baud settings to get something above 19200. This I'm fairly sure was
done on my Falcons HSmodem7 set up. Now when STinG came along it
had its own Serial.Cpx that replaced the Atari modem.cpx and would
allow higher baud rates than 19200.

When I installed STinG, I used the same HSmodem7 programs with it
that was setup for use with Oasis. Patched to allow higher baud rates
above 19200. I wonder if this is somehow preventing my Falcon from
using 57600 or 115200?

I can use 57600 as long as I am in 640 x 480 or a lower res.
I can dial out and get connected just fine with 115200. But it
is very, very slow at any resolution when I try using any Net/Web
programs like AtarIRC, Cab, Newsie, and etc.

I have tried to reconfigure HSmodem7 for my Falcon, but there are
some questions that pop up that don't seem to be explained in
the Documentation. I haven't been able to fully understand all
the options and settings in HSmodem7 for the Falcon.

What I really need is for someone that uses STinG with HSmodem7
on a Falcon that can use 57600, 115200 or better with fast and
stable results to send me their working DRIVIN.PRG and SCC.PRG
for me to try out and see if I can go higher than 38400.
I would sure appreciate it and it would help answer some
questions about my Falcons serial port.

STinG is a very good communications program for the Atari
machines. I am very glad to see that it is still being
updated. Hopefully more STinG/STiK applications will
come along such as ICQ and etc...
Don't Forget folks that STinG is FREE to the best of my knowledge.
And has helped many Atari folks finally get their Ataris
online. We all should be greatful to everyone who has helped
bring us this excellent application for our Ataris.

Someone should do sometype of live or slightly delayed
voice/music application for use over the net/web with

AtarIRC or etc.
That works with STinG and a Falcon or ST/STe that
has a Replay cartridge or similar device for recording sound.
I'm sure a Stock Falcon with 14megs is more than
capable of doing this. Sometype of video using videomaster
or Videomaster Falcon over the net/web would be cool too.

If anyone can e-mail me their working DRIVIN.PRG and SCC.PRG
that works at 57600 or better on a Falcon then please do so.
Thanks,
phantomm@kih.net

1061. Re: Anyone using this hard drive on a F

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fdg41$1ch2@news.ajou.ac.kr>
Source record: 80448

On 8 Apr 1999 07:35:14 G, Uwe Seimet wrote:
>Ronald J. Hall wrote:
>
>> ->Does the latest version of HD Driver support formatting of
>> ->IDE drives?
>>
>> I don't think so, but you could ask Uwe Seimet for verification.
>
>Support for formatting IDE drives was added quite a long time ago. (Note
>that the current version of HDDRIVER is 7.7.) Nevertheless you should
>think twice before doing this since some drives may be damaged,
>especially older drives.
>
>--
>--
> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
>Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

Hi Uwe,

I am happy to report that the Toshiba 2.5 6.4gig IDE works quite
well with HD Driver. I didn't format it BTW.

I never did send in my HD Driver registration card.
Would you accept a Scanned or Digitized image of the card
by e-mail. It would save me a little postage if that would
be alright with you. If not I'll get it out in the mail
soon. I've had HD Driver for some time, just forgot about
sending in the card. ;)
phantomm@kih.net

1062. FS: Apex Media, Lattice C, Audio Tracker

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <371A5C1E.2FEDBF33@bigredswitch.co.uk>
Source record: 80449

Would anyone care to make me an offer on my last remaining Falcon
software?

Carl.

1063. Re: NEMESIS

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Carl Woffenden <carl@bigredswitch.co.uk>
Message-ID: <371A5CF7.3842FDFA@bigredswitch.co.uk>
Source record: 80450

I'm happy for everyone who received their Nemesis upgrades. I returned mine over one year ago (maybe more) and never had it returned. I paid for it well in advance and also bought other Titan products.

Am I the only one?

Carl.

1064. WTB: Atari Falcon (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: stu <s.d.birchall@surveying.salford.ac.uk>
Message-ID: <371A52D1.ECA020D8@surveying.salford.ac.uk>
Source record: 80451

Hi,
if anyone is looking to sell a Falcon in the UK, please mail me.
Thanks.
Stu

1065. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7fdjte$7o6$1@news5.svr.pol.co.uk>
Source record: 80452

>On 18 Apr 1999 20:21:44 , Steve Stupple wrote:
>In article <7fcucpjhq1@news6.svr.pol.co.uk>, Paul McIntosh <paul_mc@at
>ariste.freeserve.co.uk> writes
>>Hi ,
>>
>>Talking of cartridges is it possible to knock up a simple ram cartidge
>>which can be used as a ram disk?
>>
>>Anyone know how this could be done?
>
>The problem is that Atari didn't allow a write line, so access can only
>be READ from the memory.
>
>I don't know how practical it could be to use a read line to allow
>access to a very limited RAM disk!
>>

I remember way back reading about a cartidge based operating system
called SMS2 and I remember a side note saying that the cartridge can
also be used as a ram disk.

Althrough I suspect that it was an EPROM.

Cheers!

Paul Mac
Sent using the power but without the price to boot!

paul_mc@atariste.freeserve.co.uk

http://www.atariste.freeserve.co.uk/ -these pages are under
construction

1066. Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7fdk8p$7o6$2@news5.svr.pol.co.uk>
Source record: 80453

Hi all ,

Ever been online happily beavering away and suddenly those dreaded
bombs run accross the screen?

Althrough a reset clears the problem it also disconnects you from your
ISP , is there anyway of a small program to keep the link open after a
reset , so there would be no need to connect again?

just a thought,

Cheers!

Paul Mac
Sent using the power but without the price to boot!

paul_mc@atariste.freeserve.co.uk

http://www.atariste.freeserve.co.uk/ -these pages are under
construction

1067. Re: Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <FssnUFAXMIG3EwHf@steverosie.demon.co.uk>
Source record: 80454

In article <371a2c38$0$26339@znews.zetnet.co.uk>, Karl Smith
<karlws@zetnet.co.uk> writes
> Software wanted
>
> Has anyone or know of anyone /contact of where I can get the
> following software for the design of cicuit diagrams and PCBs.
>
I think I've come across a program similar in the pd, I'll see if I can
find it;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1068. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924473222.15725.1.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80455

Steve wrote in message <1dqh263.q5ofb91yr1gqqN@max03-016.enterprise.net>...

>That'd be fantastic. A UUEncode will be perfect, but that now leaves me
>another problem - how do I get this onto the ST ?
>It's a Mega ST, but, it has Tos 1.02 (I think). Anyway it's not TOS 1.4
>that can read PC compatible discs, as I could create these on the Mac..

All STs can read/write to DOS disks (assuming physical compatibility, ie
DD/HD single or double-sided depending on your machine). TOS 1.4 onwards can
format them too. If you have a TOS which doesn't format DOS disks, you can
use a suitable formatting utility - have a look round the FTP sites.

If your Mac formats proper DOS disks to DD 720k you should have no trouble
with the Mega.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1069. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924473221.15725.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80456
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote in message <0L2b9HA99iG3EwTs@steverosie.demon.co.uk>...

>There's more than you think.

I stand corrected!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1070. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371a49741026e00@holleman.demon.nl>
Source record: 80457

on Sun 18-04-1999 19:39 Jo Vandeweghe wrote:

>
>
>Martin Tarenskeen a *crit :
>
>>
>> Why are updates of good working programs hardly ever an improvement ?
>
>In the past Dave Small said; while updating programs you always know
>what you loose and never know what you win.
>

Yup!!!!! Let's just add another sucker's story: Unca Lewey has something to share with you...

Awrite, I used this Sunday to work (at my work) plus do some updating. First there appeared to be some update for Okami (no probs), then I tried to update Sting. Well, it gave me one...

Went to this Swedish site, got the archive, unpacked into a new folder and put all the new stuff where it belongs. Just kept the Sting.inf, dial.inf, default.cfg, dial.scr, route.tab and cache.dns.

After the restart (new Sting.prg needs to be loaded) clicking the Dialer it said Sting wasn't loaded. YES, it was (said so at bootup). OK, need to click the Internal.cpx active again. So end of complaints.
Next it wouldn't do what it's supposed to, the initial connection went OK, but I couldn't get my mailer to work, the newsfetcher fetching news, whatever.
So I checked the ping: not OK. After that checked the CPX-es: appearently 3 of the 4 were not OK: don't show up when opening them in Freedom. Only the internals opens up. Re-install from the archive, no go.

Finally put back the 1.15 stuff, after that: same shit. Try the ping: after 17-18 datagrams coming back it simply stops. Onethousand going out, after nr. 18 comes back in: ROAD BLOCK. Spend hours on the configs, cpx-es, nothing weird but "no can do".

Finally suspected the port, since the port-cpx tells me the flowcontrol is greyed out, normally that would be "CTS/RTS on" but it's simply "unknown" according to the box. Check the port, run a terminal prg to a BBS, no probs. Try Sting again, check the ping, after 17 datagrams it stops abrupt. (I translate that into a flowcontrol problem)

Start checking the modem: powerup, it should read its config file, but nothing. Back to the terminal prg, try to feed the modem commands: no way.

Only after somany tries, flushing the buffers, issuing long breaks I get it to respond normally again. Check the default power up profile which seems to be OK, give it another AT&W0 command. Next an AT&Y0 command, once more an AT&K3 one, switch it off and back on and check stuff on the programs: finally everything's back to normal, and I can connect to the Internet again. So much for a bloody Sting update... I'm back on 1.15, and apart from the old TCP.STX module that I need to get decent speeds I really don't know what I need 1.20 for... At least not for 4-5 hours work to get everything back working.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1071. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <JvlUEPAzCmG3Ew2E@steverosie.demon.co.uk>
Source record: 80458

In article <7fdjte$7o6$1@news5.svr.pol.co.uk>, Paul McIntosh <paul_mc@at
ariste.freeserve.co.uk> writes
>
>I remember way back reading about a cartidge based operating system
>called SMS2 and I remember a side note saying that the cartridge can
>also be used as a ram disk.

That's the OS I was thinking of, I'd just couldn't think of the name;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1072. Re: Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <K$YUQQAGGmG3Ew2P@steverosie.demon.co.uk>
Source record: 80459

In article <7fdk8p$7o6$2@news5.svr.pol.co.uk>, Paul McIntosh <paul_mc@at
ariste.freeserve.co.uk> writes
>Hi all ,
>
>Ever been online happily beavering away and suddenly those dreaded
>bombs run accross the screen?
>
>Although a reset clears the problem it also disconnects you from your
>ISP , is there anyway of a small program to keep the link open after a
>reset , so there would be no need to connect again?
>
>just a thought,
>

It would have to be a reset proof IP/TCP stack, I think STinG's stack is
cleared upon reset!

Good idea though:)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1073. WTB: Atari St (U.S.)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990418192825.06240.00002634@ng-ba1.aol.com>
Source record: 80460

hi,
I wish to buy an Atari St 520 or whatever. Please keep me in
mind if you need to sell your Atari.
thanks,
james.

1074. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3719fca2c6a651@ford-trucks.com>
Source record: 80461

on Sunday 18-04-1999 22:04, Louis wrote:

>So I checked the ping: not OK. After that checked the CPX-es: appearently
>3 of the 4 were not OK: don't show up when opening them in Freedom. Only
>the internals opens up...

>Finally suspected the port, since the port-cpx tells me the flowcontrol is
>greyed out, normally that would be "CTS/RTS on" but it's simply "unknown"
>according to the box.

Per the docs and discussions from years ago, I only use the Internals and
Serial CPXs. Rebooted, updated settings in the two listed CPXs and was
back online.

>So much for a bloody Sting update...

Which is working just *fine* here. One other difference, I believe I
dumped the DNS Cache during update. Seemed wise, not knowing if file
formats would be the same. Kept DEFAULT.CFG, ROUTE.TAB and DIAL.SCR.

I appreciate the year of effort and am certainly willing to give it a
thorough run.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
For every action, there is an equal and opposite criticism. -- Harrison

1075. Atari Yard Sale(US)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <371AAE70.4BA0EB5@qnet.com>
Source record: 80462

Well Im back and I still have a bunch of ATARI STuff that Im not using. I have my TT and MSTE at this time I think and the Wife thinks thats all I need. I have listed the items I have left on my web page. Just goto Atari Yard Sale to see all I have left. |I also have a bunch of software that needs to be posted I had a list and I lost it. So I must take the time Again to see all that I have and list it on my pages. I still have my Atari Sparrow pages online as well. I have sold the Sparrow to a fellow Atarian but, you can still see what it looked like inside and out.

I havent been to active on here in the past months due to deaths in my family and deaths of freinds. And alot of time at work and alot of time with the family..

The pages are not anything fancy but, they get my message acrosss..

Don Schoengarth

1076. Atari Yard Sale(US)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <371AAF76.B5142650@qnet.com>
Source record: 80463

OOPPs forgot the web page address.

http://www.qnet.com/~dons

1077. Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Jason Anderson <Jason@datascan-inc.com>
Message-ID: <371AB3F8.2B5FF86B@datascan-inc.com>
Source record: 80464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi everybody,

I've been in the 8bit scene now for a while and have a full collection of every Atari 8bit item made. Now, I'm starting to get into the 16bit arena now and just bought a 1040STf with a 1224 color monitor for $25. Everything works, it boots up but I want to hook up a Hard Drive to it.

My two questions are,

1. Which would be better, IDE or SCSI. I've seen alot on both

2. Which ever one is better, what device would be the best way to interface to the 1040 and other St's.

I did not get any disks with the system, if anybody know a FTP site with images of the original disks, that would be great..

Thanks everybody,
Jason(Mr.3DFX)

1078. Re: How do ye work this hing?

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <gdW9ODAjyXG3EwhQ@my-ste.demon.co.uk>
Source record: 80495

In article <j2HOiLA3p$F3EwbT@steverosie.demon.co.uk>, Steve Stupple
<Steve@steverosie.demon.co.uk> writes
>In article <3717a7bc@kaos.fastnet.co.uk>, Andrew Irvine
><ozzyman@vectranet.co.uk> writes
>>I'm not too sure I am working this right, isn't there supposed to be
>>threads and stuff, I use newsie, i clikced on com.blah blah blah and
>>there were only 16 messages, it that all that's there?

It could be that there aren't any more articles on your news server but,
just to make sure, you can ask Newsie to start its next fetch at an
earlier number than it normally would. To do this, single click on the
newsgroup name and press '?'. This will open up a dialog box with 2
editable lines. If you reset them both to 0, Newsie will fetch all the
available articles for that group on your news server.

>It will build up in time.
>
>I'm using Turnpike on a pc at the moment at when I add a new newsgroup
>it always takes a while as you don't get ALL articles in the past
>history. It'll soon build up;)

Since it's related, even though it's off topic, here's how to get
Turnpike fetching news a few days before the present.

1. Select the menu option File->Configure->Newsgroups. This will open up
a dialog box.

2. Click on the newsgroup you're wanting to fetch earlier articles.

3. Under the New News details select now, for a new group, or last, for
one you've already got articles from.

4. Select minus and either hours or days, depending on the groups
traffic. I started by going back a day for all the groups I subscribe
to, since I knew in advance just how much traffic each group got.

5. Enter the number of hours or days to go back in the edit-box.

6. Click on 'Apply'. If you don't do this and start altering for another
group, the settings you picked are ignored.

7. Repeat steps 2 to 5 for any other groups you want to alter.

One final tip. if you've just subscribed to a few new groups, control-
clicking on them allows all of them to be reconfigured with the same
settings.

--
David Bolt

1079. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37199a96601eb0@tripnet.se>
Source record: 80496

On Sun 18-04-99 02:18 (+0200) Henk Robbers wrote:

>Doctor Clu wrote:
>
>> What else on the ST was/is cartridge based?
>
>I am not sure, but wasnt there long long ago a cartridge based
>version of gfa basic ?? Anyone knows?

I bought a cartridge with _Fast Basic_ back in -87. Nice program with
built in assembler etc. No compiler though.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1080. Re: NEMESIS

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7fc2kg$c5e$1@slave2.aa.net>
Source record: 80497

On 18 Apr 1999 04:29:12 , Paul Nurminen wrote:
>Looks like I'm going to have Alex at ATY do the install for me.

Good, Alex did my install and I haven't had any problems with it at all. He also did all the Steinberg-recommended audio mods.

>As far as memory goes, I can't recall which memory board I have (I got it back >in 1995), but I do know for certain that it uses a 72-pin 16meg SIMM. As far >as whether it's 70ns or 60ns, I couldn't say.

My ram card is from Wizztronics, the SIMM... I don't remember, but it is a 16mg SIMM.

>And after perusing the NEMESIS manual a bit, I see that it won't work with ICD >hard disk driver software. DOH! I use ICD PRO 6.4.4 - but I called SFT today >and ordered HD Driver; something which I've been meaning to do anyway for a >few other reasons (like DOS/TOS formatting compatibility).

This is NOT TRUE... they say that SOME versions of ICD won't work. I imagine they mean some older versions. I have ICD Pro 6.5.5 and it works with Nemesis - no problem. I was concerned about this too, but was pleased to not have to fork out more moolah.

>so I'm looking at about a 7-8 hour drive each way! But hey, I guess we >Atarians are a bit "die hard" [read: warped/deranged/obsessed/insane/etc.] so >this shouldn't come as much of a shock to anyone here... ;^)

Nope.... have a nice drive! ;-) Good luck!

Clayton Murray
claytone@aa.net
Seattle, WA USA

1081. Re: FS Unitor 2 Synchronizer by Emagic

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7fb8sg$6p2i$1@spnode25.nerdc.ufl.edu>
Source record: 80498

Yes, I am quite sure that it works only with Notator and not
Logic. The box is catually by C-Lab and Emagics Logic requires a different
box , the Log 3 or a different Unitor.

Raymond

PS I had to buy Log 3 because Logic would not work with my SMPTE Unitor
box.

>
> FS Unitor 2 Synchronizer by Emagic
>
> From: jregan@idirect.com
> Reply to: jregan@idirect.com
> Date: Fri, 16 Apr 1999 22:48:39 GMT
> Organization: via Internet Direct
> Newsgroups:
> comp.sys.atari.st
> Followup to: newsgroup(s)
>
>C-LAB Unitor 2 by Emagic
>
>For use with Notator Sequencing Program
>
>SMPT/EBU Synchronizer and Midi Expander
>for Atari ST Series
>
>$175.00 Canadian + Shipping from Toronto, Ontario Canada

1082. Re: Problem !!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7fc4br$7o7$1@news.ncal.verio.com>
Source record: 80499

On 17 Apr 1999 16:28:15 , SDLeidel wrote:
>Ich besitze eine portfolio
>jetzt kommts ich kann kaum .exe dateien aufrufen , ich bekomme dann immer ein
>exe-fehler zu sehen (Pbasic.exe,pgshow.exe usw....)?????????
>kann mir einer helfen
>bitte per E-Mail an
>SDLEIDEL@aol.com
>.
Hi

Please write in English so we can help you. My german is not too
good unless I use RUFTRAD!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1083. Re: PAPYRUS 7.5 UPDATE

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqg4tt.1qlclpck7188wN@pm-d16.rhein-main.de>
Source record: 80500

> Did anyone go to Neuss and updated his Papyrus ?
> I got an update of 7.5 Word Evolution but it won't install !

Needs PAP_KEY.PRG (Drag papyrus.prg on PAP_KEY.PRG)
Result is a papyrus with your serial no and itï¿½s running..

Or you canï¿½t read the disk?

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1084. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Vlierus&#65533; <vlierus@REMOVETHISHotmail.com>
Message-ID: <7fc92a$k86$1@news.casema.net>
Source record: 80501

<CUT>

it's a emu 4 the pc... but we are thinking a'bout the minimum sys
requirements..
At this moment u need a P233MMX and 64 meg... to run it 3times faster then
the original falcon....

So i said.. it's still in a beta fase so.. everything could be changed...
we are working right now to emulating the blitter.. it;s a little hard.. but
it works.....

so... i'm gonna go building @ the emu....

SeE Ya
--
Vlierus&#65533;
greeting from holland:)

1085. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Mr. Gregory A. Gonzalez" <none@listed.com>
Message-ID: <7MhS2.4112$8m5.6875@newsr1.twcny.rr.com>
Source record: 80502

Vlierus&#65533; <vlierus@REMOVETHIShotmail.com> wrote in message
news:7fai1a$ja2$1@news.casema.net...
> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
> friend are very busy on it. It's now in a beta fase..... who is
> intressed?!??!?! just reply... en when it's releasd i will give you the
> adress 4 downloading it.....
>
Sounds spiffy! But we would all like to know the platform. I mean, I guess
we could run an emulator to run an emulator if we had to... btw: has
anyone ever gotten PC-Ditto to work on any ST emulators? What's really fun
is running the Apple emulator on the ST emulator on whichever platform
you're running. (or, even better inside an opposite platform emulator).

Yes. I know. I am wierd.

>
> btw.. we are looking 4 a name 4 it... pls help
>

Ummm..... how about The Fal-con-sole 030.... see, it's got so many extra
meanings.... console, the soul of the Falcon, well ... nevermind.

Hey! Here's another one: (Boy, am I going to get toasted for this one...)
The Fal-ure 030! It clearly illustrates Atari's business acumen in the
American marketplace.

>
> SeE Ya
> --
> Vlierus&#65533;
>
>
>
>

1086. Re: SV: falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3719BD43.51D3FD29@studio9.demon.co.uk>
Source record: 80503

Hi Claes ... thanks for your help

>
>
> Why use two computers when you can have everything in the Falcon? It's
> much more convenient to use CAF...
>

well it will be a while before I buy or find CAF

I had a look at your very informative site. It seems you can use an external SCSI zip as your audio recording drive. Is this so? Is this a practical option? How much can you do with only a 100Mb?

cheers,
jim

1087. Re: NEMESIS (a bit off topic)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3719BF08.CC21B987@studio9.demon.co.uk>
Source record: 80504

Paul Nurminen wrote:

> I just wanted to thank everyone that followed up on my NEMESIS-questions post.
>
> Looks like I'm going to have Alex at ATY do the install for me. I'm not to
> bad with the soldering iron, but I'm a little scared to mess with my "proud
> bird" by myself.
>

I'm pretty good with an iron myself, but what scares me about the Nemesis installation (and other gizmos) is track cutting the motherboard and soldering to it. Gulp!

>
> Falcon this Wednesday so Alex can do the work. I live in Southern California
> so I'm looking at about a 7-8 hour drive each way! But hey, I guess we
> Atarians are a bit "die hard" [read: warped/deranged/obsessed/insane/etc.] so
> this shouldn't come as much of a shock to anyone here... ;^)
>

That's freaky, you Americans live in a big old country. Let's say a 'state' in the US is equivalent to a 'County' in the UK. I live in the county of Sussex. Do you know how long it would take to drive from one side to the other? About 30 mins !!!!! Infact a 7-8 hr drive in the uk with good traffic would probably get you from the south coast of England to well into the Scottish Highlands!

eh anyway, I said it was a bit off topic
jim

1088. Mega 2 ST to a Mac monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqgl5l.13twcj1pkkwmuN@max01-064.enterprise.net>
Source record: 80505

I use a Formac 17inch monitor on my Power Macintosh and I've *just*
bought myself a Atari Mega 2 ST (for fifty quid!! :).
Anyway, can I use this monitor on the Atari?
Secondly, is it possible to hook this Atari upto my SCART television?

Thanks2all,
Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1089. Re: Mega 2 ST to a Mac monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqgli9.fufo57pggvs6N@max01-064.enterprise.net>
Source record: 80506

Steve <Steve@mguk.enterprise-plc.com> wrote:

> I use a Formac 17inch monitor on my Power Macintosh and I've *just*
> bought myself a Atari Mega 2 ST (for fifty quid!! :).
> Anyway, can I use this monitor on the Atari?
> Secondly, is it possible to hook this Atari upto my SCART television?

btw, the monitor is a : Formac ProNitron 17/500 (if it's any help)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1090. msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqglkh.148f5zshg00wlN@max01-064.enterprise.net>
Source record: 80507

I use two Atari ST emulators on my Macintosh (PowerST + NoSTalgia),
their games and demos come in a "msa" format. How can a change this from
a disc image into a real disc that I can use on my ST?

My machine is a Mega 2 ST and I've no hard drive, so it'll all need to
be done via floppies..!

Thanks
Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1091. New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <7fck4e$3v9$1@rubens.telebyte.nl>
Source record: 80508

I downloaded and installed the new STinG version 1.20.
I tried it with CAB 2.7 and NEWsie 0.94.
It works, but I don't see much improvement. My computer hangs and
crashes more than it used to with STinG 1.15. I can hardly click with
my mouse or close a window without trouble, I have to reboot again
and again.
I was quite satisfied with STinG 1.15 and have re-installed this
version again.
Why are updates of good working programs hardly ever an improvement ?

I don't need more options, I just need reliability.

I'm using one simple Atari 1040STf with 4MB ram and single tasking
TOS 1.4. I have the dialer installed as an desktop ACCessory.
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
****

1092. Calling STOS contactx

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fcl25$k4i$1@news7.svr.pol.co.uk>
Source record: 80509

I am looking for *ANY* STOS coders out there, no matter if you are a expert
or compleate novice I would like to here from you.

If you need help, wanna swap ideas or playtest programs then mail me now.
I've already collected a handful of people so where are all the other coders
out there ? There must be loads of you people out there somewhere ???

If you know of any good STOS mailing lists then please mail me the info to
join :-) Any good STOS sites or even Atari sites then please let me know !!
I'm also looking for any FTP sites with anything Atari related on there.

So come on guys where are'ya all hideing ?

Chris

--
----
chris-swinson@mega-disczine.freeserve.co.uk
www.mega-disczine.freeserve.co.uk/
www.users.zetnet.co.uk/mega.disczine/

#mega_disczine X-net 9:00PM GMT

ICQ 25028406

1093. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3719e7b23228cd2@ping.be>
Source record: 80510

on Sun 18-04-1999 01:32 Brian Van TIlborg wrote:

>I have Calamus 95 that came with my Falcon. I also
>owned 1.09n. I am not certain if the 95 version has a 2 computer limitation
>but 98 apparently does. This is what is holding me back from upgrading.

Calamus SL 98 comes with a two user license. I believe this isn't
the same as 2 computer limitation.
Anyway wait a few weeks more to get an update. SL99 is almost
ready. I've seem the beta version at the past Neuss-fair. I just
love it. For more details take a look at the website of Invers
Media:
http://www.calamus.net/index.html

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1094. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iUSu6OAvpdG3Ewh3@steverosie.demon.co.uk>
Source record: 80511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <37187142.1D42@geocities.com>, Doctor Clu <clu-da-bard@geocities.com> writes
>I am an Atarian from the 8-bit days.

I'm from the 8-bit school. I started with a ZX81 with a massive 1k memory, way back in 1981!

>To me there is no greater device
>to use for storing and constantly using a program than ram/rom based.
>No mechanical components to go out, nothing to lubricate... to me, it's
>heaven.

Yes but can be an expensive way.

>
> So I'm curious... the Atari ST has a cartridge port that can handle a
>128K cartridge (been into the ST scene for only five months tops). So
>far I've heard of a terminal cartridge and the Spectrum (Macintosh
>emulator) cartridge.

Unfortunately the boffins at Atari decided to leave the WRITE line out of the cartridge memory area. Most cartridges that need to send data use the read line to tell the cartridge to read etc.

>
> What else on the ST was/is cartridge based?
>

There are all sorts of cartridges, one operating system springs to mind but I can't remember what it is.

I do have a terminal cartridge (VT100) in my cartridge collection.

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1095. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <q9lS2.286$nn4.331@198.235.216.4>
Source record: 80512

On 16 Apr 1999 19:46:41 , Chris Cracknell wrote:
>Someone once wrote:
>>>I love my Atari because.....
>~^~^~^

>
>People who seem to only use their Atari to run an alternative operating
>system so that they can flame people who run a different alternative
>operating system on their Atari.

Heh Heh Heh. The Underlying truth is TOS.

>
>People who are unneccesarily rude to newbies who ask a question like
>"How do I hook up a hard drive to my ST?". There's no need to post back
>"Read the f*ck*ng Quick FAQ you newbie lamer." If they're newbies then
>they likely don't even know the Quick FAQ exists, it's not like they're
>psychic or something. I know it's annoying to see 100 posts asking the
>same old questions, but there's no reason to be rude about it.

Yup. But having been a NEWbie the number of answers I received that were
polite far outweighed the rude. Its good to have both NEWbie ST users and
NEWbie NET users in this forum. It is a happy growth to see an ST going to
a home where someone is trying to use it vs it going to the dump.

1096. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7fcq1b$602$1@nnrp1.dejanews.com>
Source record: 80513

Martin,

When you installed 1.20, you have to install everything. The only thing you
can really keep is your Dial.scr and route.tab files. Everything else from the
old version has to be replaced.

I had no probplems, but I was using a TT030, with Magic 2.0 (Ya I know, OLD!).
I used it with Cab 2.5 & 7 and had no problems.

Rob
webmaster@Atari-Users.Net

Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <7fck4e$3v9$1@rubens.telebyte.nl>,
mt--------@telebyte.nl (Martin Tarenskeen) wrote:
> I downloaded and installed the new STinG version 1.20.
> I tried it with CAB 2.7 and NEWsie 0.94.
> It works, but I don't see much improvement. My computer hangs and
> crashes more than it used to with STinG 1.15. I can hardly click with
> my mouse or close a window without trouble, I have to reboot again
> and again.
> I was quite satisfied with STinG 1.15 and have re-installed this
> version again.
> Why are updates of good working programs hardly ever an improvement ?
>
> I don't need more options, I just need reliability.
>
> I'm using one simple Atari 1040STf with 4MB ram and single tasking
> TOS 1.4. I have the dialer installed as an desktop ACCessory.
> **
> * That's it folks ! *
> * *
> * Martin Tarenskeen *
> * e-mail: mt--------@telebyte.nl *
> * (Remove -------- from e-mail address before sending me any mail) *
> * Homepage: http://www.telebyte.nl/~mt *
> **
>
--

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1097. Re: FS Unitor 2 Synchronizer by Emagic

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <7fcnm3$ag5@news.Hawaii.Edu>
Source record: 80514

jregan@idirect.com wrote:
: C-LAB Unitor 2 by Emagic

: For use with Notator Sequencing Program

: SMPT/EBU Synchronizer and Midi Expander
: for Atari ST Series

I use a Unitor 2 with Logic 2.5/LOG3, and Export on my TT. The Unitor 2
is quite good along with the LOG3 interface, as they support separate sets
of MIDI channels.

Aloha,
John Perez - jperez@hawaii.edu
Computer Specialist - Office of Information Systems
University of Hawaii - School of Nursing

1098. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3719e414@nemo.idirect.com>
Source record: 80515

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>I downloaded and installed the new STinG version 1.20.
>I tried it with CAB 2.7 and NEWsie 0.94.
>It works, but I don't see much improvement. My computer hangs and
>crashes more than it used to with STinG 1.15. I can hardly click with
>my mouse or close a window without trouble, I have to reboot again
>and again.
>I was quite satisfied with STinG 1.15 and have re-installed this
>version again.
>Why are updates of good working programs hardly ever an improvement ?
>
>I don't need more options, I just need reliability.
>
>I'm using one simple Atari 1040STf with 4MB ram and single tasking
>TOS 1.4. I have the dialer installed as an desktop ACCessory.

I installed 1.20 myself last night, and had a hard time getting
connected (couldn't find IP address, crashes, etc.) However, I
installed it again, this time making sure to remove all traces of 1.15
(that included the .CPXes) - and once I re-installed DEFAULT.CFG and
the Dialer's DIAL.SCR files things worked much better. In fact, I think
it's downloading a bit smoother now.

BTW, it's a new Dialer too, so you'll need to replace that as well.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1099. Re: cartridge stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <MH0VeTA2AeG3Ew0e@steverosie.demon.co.uk>
Source record: 80516

In article <7fbn9oruj1@as102.tel.hr>, vuk-@geocities.com writes
>On cartridge you can have:
>raw data
>programs
>diagnostics program

There are 2 types of cartridge; application and diagnostic. The cartridge can be run before ANYTHING, Supermon's virus check uses this feature. Some cartridges, such as the Ultimate ripper, are responsible for setting the system memory.

So RAW data is possible, dongles spring to mind, as these will be accessible between the $A0000 and $B0000 128k memory block.

Programs, such as back-pack etc.., must have the correct header AND must have external variables pointed to RAM outside of the cartridge. You must also use the usual memory allocation process; you don't want other applications running all over the data tables if it runs in the back ground or loads files etc...

Diagnostic programs can take over the complete system and perform check etc. The Ultimate Ripper can be used to start with a different memory config!!!!

As far as I know there are 2 types of header. All the info I have, including the official Atari notes, give the WRONG header!! Only one reference books actually tells you the correct one. This had me baffled for ages when I started on a cartridge of my own.

It is also possible to have multiple programs to be on cartridge.

>
>
>Diagnostic can be started before any vector set... that means before TOS
>Files can be put on cartridge so it work as regular disk partition, named
>c: (yes, small letter)

Only Atari desktops allow access to the small c: (cartridge) device. It would be nice to be able to access the cartridge within Neodesk, Kaos, Thing etc...

If my memory serves me correct the system jumps directly to the cartridge area (if the header is correct) and then the cartridge does it's bit. This is how the Ultimate Ripper can do what it can do.

Being able to use it as a regular partition would be tricky, you would be more accurate if you used it the same way as a CD-ROM, only smaller!

Samplers, EPROM programmers etc.. tell the cartridge to accept input by
using the read lines to inform of direction.

I wonder if it would be possible for a hardware project enabling a write
line to the cartridge area!!!

--
Cheers! for now
Steve <><

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1100. Re: The way they Started

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <JHpUOgACJeG3EwUS@steverosie.demon.co.uk>
Source record: 80517

In article <IkTMuKAqTQG3Qwfc@shaw1.freeserve.co.uk>, Clair Shaw
<Clair@shaw1.freeserve.co.uk> writes
>If you are in the UK you probably heard of "The Way they Were" and
>"Before they were Famous" - well... Auntie Seedy is preparing a special
>treat you're all going to be part of; They way they Started!!
>
>All the people on the Atari Newsgroup who are your mates are going to
>have their first postings forwarded. Then we can laugh when they ask a
>dead obvious question!

Does that mean we are all going to doing the Ostrich:)) Getting stuck
into a different type of silicon;)))))

It's a good idea, those that deal with beginners and the first time
Atari user need to be reminded that we were beginners once in while.

When they start giving me blank looks or they are stumbling to keep up
on the phone! Especially if their only experience is a Speccy or Amiga;
they expect it to have BASIC in as standard or an OS on disk!!

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1101. Calling Atari Artists or Anyone that can do animated GIF's

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <UXyT6qAvWeG3Ew2o@steverosie.demon.co.uk>
Source record: 80518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.advert.computer,uk.advert.other

Hi

I'm trying to track down a spinning Fuji (the Atari symbol), can anyone
help. Ideally it would have to be in GIF format for use on my web site.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1102. Portfolio bits FS (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <7fctnn$h6a$1@roch.zetnet.co.uk>
Source record: 80519

Hi, for sale -

Portfolio memory expander plus, adds 256k mem or ram disk,
provides 2nd card slot (disk B), with thru port for other
peripherals. As new with manual and box, 25 pounds inc P&P.

Portfolio System Case, zip up case with room for
your Portfolio, 5rom cards, interface, spare batts and
manual. As new in box, 6 pounds inc P&P.

Would consider swop for Portfolio mem cards.
Regards, Steve.

1103. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <sTmS2.1143$IS2.61380@monger.newsread.com>
Source record: 80520

On 18 Apr 1999 14:25:53 , Atari-Users.Net wrote:

| When you installed 1.20, you have to install everything. The only thing you
|can really keep is your Dial.scr and route.tab files. Everything else from the
|old version has to be replaced.
|
|I had no probplems, but I was using a TT030, with Magic 2.0 (Ya I know, OLD!).
|I used it with Cab 2.5 & 7 and had no problems.

Rob,

Same here. I installed everything and away I went. I didn't notice an improvement with the new version, but then again I wasn't having problems with the old version except for more dropped packets than I would have liked to have seen. Um... scratch that. I just checked the 'Statistics' tool from within STinG, and I'm showing NO dropped bytes at all. Yee-ha!

As a side note, while I was mucking about with software upgrades, I also put together a 4 bay SCSI case with 2 CD-ROMs, a 100mb ZIP, and an old hard drive from an inactive MegaE. All the SCSI cables I'd accumulated over the years had begun to give me mongo SCSI errors.

With the two CDs, now I can use ImageCopyCD (GREAT piece of software!) while scanning pictures and listeninng to my favorite Jimmy Buffett tracks (The Weather is Here, Wish You Were Beautiful / Why Don't We Get Drunk... / Pencil-Thin Mustache / etc.), browsing the web, and reading the news groups. Is this 'Psycho-Nerd Heaven' or what? <g> Now all I've got to do is figure out how to use IRC and I'm set! Of course, someone will come out with a new piece of software that I've simply got to mess around with, but that's what keeps me young, I guess. <smile>

I still prefer my SyQuest 230 megger to the ZIP. It's faster and, no matter what Iomega says, I still can't bring myself to trust floppy technology with 100 meg of data per disk. But the SyQuest is an external unit, and the ZIP fits in the new case very nicely.

Take care,

Joe Mirando @ A-ONE Magazine

1104. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7fcucpjhq1@news6.svr.pol.co.uk>
Source record: 80521

Hi ,

Talking of cartridges is it possible to knock up a simple ram cartidge which can be used as a ram disk?

Anyone know how this could be done?

I find a ram disk indispensible nowadays, and a 'ram cartidge' would be a neat way of creating one without using up that vital memory in these days of multitasking.

Cheers!

Paul Mac

1105. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7fd2bt$7ea$1@news.ncal.verio.com>
Source record: 80522

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>I downloaded and installed the new STinG version 1.20.
>I tried it with CAB 2.7 and NEWsie 0.94.
>It works, but I don't see much improvement. My computer hangs and
>crashes more than it used to with STinG 1.15. I can hardly click with
>my mouse or close a window without trouble, I have to reboot again
>and again.
>I was quite satisfied with STinG 1.15 and have re-installed this
>version again.
>Why are updates of good working programs hardly ever an improvement ?
>
>I don't need more options, I just need reliability.

Hi!
>
This is the same question I would like answered: What are the
improvements? I did not see them on the read me files.
Of course we want to see our Atari stuff updated, but I am leaning on
the old maxium: "If it Ain't Broke, Don't fix it!" Before I go to
the "hassel" of Installation, what are the Improvements? Is it worth
installing?

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1106. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7fd5ej$f1i$1@nnrp1.dejanews.com>
Source record: 80523

Why emulate the blitter? I don't think that anyone that uses a Falcon does not use NVDI, which disables the troublesome Falcon blitter. Will this emulator function as if a VIDEL is installed for applications such as Apex Media?

Mike

In article <7fc92a$k86$1@news.casema.net>,
"Vlierus" <vlierus@REMOVETHIShotmail.com> wrote:
> <CUT>
>
> it's a emu 4 the pc... but we are thinking a'bout the minimum sys
> requirements..
> At this moment u need a P233MMX and 64 meg... to run it 3times faster then
> the original falcon....
>
> So i said.. it's still in a beta fase so.. everything could be changed...
> we are working right now to emulating the blitter.. it;s a little hard.. but
> it works.....
>
> so... i'm gonna go building @ the emu....
>
> SeE Ya
> --
> Vlierus
> greeting from holland:)
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1107. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: rmahlert <rmahlert@delphi.com>
Message-ID: <53SZ5RO.rmahlert@delphi.com>
Source record: 80524

Joe Mirando <jmirando@portone.com> writes:

>Rob,
>
>It's not JAVA that's required, but cookies. While there is a JAVA
>applet that you can use to chat on Delphi, there is also a HTML
>version that sort of work with CAB 2.7. Cookies are an absolute must
>though.
>
>I used CAB and the HTML chat software this past Tuesday evening to
>chat for a while, but it drove me absolutely nuts. I prefer chats the
>way God intended... in ASCII. <G>

Joe,

Can you explain how they would set it up with cab. I have not tried it.

Thanks
Rob

1108. Re: Calling Atari Artists or Anyone that can do animated GIF's

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: rmahlert <rmahlert@delphi.com>
Message-ID: <x1TaZ3P.rmahlert@delphi.com>
Source record: 80525

Steve Stupple <Steve@steverosie.demon.co.uk> writes:

>Hi
>
>I'm trying to track down a spinning Fuji (the Atari symbol), can anyone
>help. Ideally it would have to be in GIF format for use on my web site.
>

hi,

I remember the old TAF pages having one... can't recall the url... anyone know it? ? ?

Rob

1109. Re: MagiC and HD Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7fd37nkem1@epos.tesco.net>
Source record: 80526

```
>>6 MB ATARI STe with Veloce+2
>>NVDI TOS 2.06 MagiC Thing
>
>
>yes I think you need the TUS drive A patch in your auto, on an STe magic
>reports itself as running Tos 2 which doesn't support HD floppy,I'm
>surprised these patches and associated info are not on the Tus site

considering the range of first class products sold the TUS site is very
poor
```

1110. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37196F58.5F03@geocities.com>
Source record: 80527
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple said...

I'm from the 8-bit school. I started with a ZX81 with a massive 1k memory, way back in 1981!

Pity, you could have had an Atari 400 with 16K for only $400 in 1979. :)

By 1982 I was buying that very 400 for $150 with a $50 rebate at Best Buy. It was at that point Atari was affordable enough to step into my home. ;)

Well, I'm currently trying to secure one of those VT100 cartridges for my BBS usage. Hope to get an answer back soon.

In the meantime.. hey.. does anyone here make cartridges? I would like to find out what cartridge based programs existed.. maybe pick up a few in the future. Since I like collecting Star Raider items.. a ST cartridge of Star Raiders would be cute. :)

And if we can make cartridges.. I would like to find a program that supports ansi that I could port to a cartridge. The first big trick is finding on under 128K. Freeze Dried term for example handles ANSI.. but unfortunately is 441K. :(
But then it has a lot of bells and whistles.

Hey.. let's talk.. it's good to talk!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1111. Re: Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37197111.27FE@geocities.com>
Source record: 80528

Ah.. need an emulator? A P200... is that a 200 mhtz processor PC?
Well, at any rate.. with the PC you have many options...

GEMulator .. adds the roms and flawless operation of the Atari on a
PC.. well, it is said to be one of the best. Though some have had
problems as of late dealing with GEM on this. Don't know the details.

TOSBox... great emulation environment.. Dos based. Been playing with
that one lately. A real hit with 486 users.

PacifiST & Winston... good windows based emulators. Played with them
briefly for some of our local users.

Anyway... there is a brief overview.

Now if you ever want to play with Atari on Macintosh...(evil grin)

Doctor Clu

Having fun with MagicMac making my 68030 Mac
A better Atari than it is a Mac. ;)

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1112. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <aToS2.381$LT4.263@news.flash.net>
Source record: 80529

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>I downloaded and installed the new STinG version 1.20.
>I tried it with CAB 2.7 and NEWsie 0.94.
>It works, but I don't see much improvement.

Yeah, what was done to it, anyway? It doesn't seem any different than 1.15, and I can't find anywhere in any of the documentation a list of improvemnts or bug fixes. Well, since we're in the STiNG-upgrading mood now, here's a list of some things I'd like to see done with it:

1. When I run a login.bat file under Geneva/NeoDesk, the Dialer gets "put to sleep" while the program is run. But when I'm through, it gets "re-awakened" but doesn't return to the screen unless I put it back into sleep mode manually and then wake it up again. This is of course a big hassle just to disconnect. If STiNG could somehow notice when it's been re-awakened and update its window or something so that it's on-screen, that would be wonderful!

2. Not specifically a STiNG upgrade, but...

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
! *** I NEED ICQ FOR STING!!! *** !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Anyone willing????

Mike Freeman
nameerf@flash.net

1113. Re: Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924458260.5288.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80530

Atari-Users.Net wrote in message <7fbq9n$d88$1@nnrp1.dejanews.com>...

> For Games.. the best is PaCifiST. the url is..
>http://www.pacifist.fatal-design.com/
>latest version is from 16th June 98, 0.49beta (Giftware)
>
>Then my favorite.. TOSbox.. for running mostly utilites
>that url is... http://www.emuclassics.com/tosbox/
>latest version is 1.08, release date March 27, 1999. (Shareware)
>and last..
>GEMulator best for "all around" performance, but this is a commercial
program
>
>the web site is http://www.emulators.com/

Also in the commercial sphere there's MagiC-PC, not much use for games, but
nice for most other purposes. NB you need NVDI-PC or NVDI5 to get the best
out of it.

HTH
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1114. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924458261.5288.1.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Doctor Clu wrote in message <37187142.1D42@geocities.com>...
> So I'm curious... the Atari ST has a cartridge port that can handle a
>128K cartridge (been into the ST scene for only five months tops). So
>far I've heard of a terminal cartridge and the Spectrum (Macintosh
>emulator) cartridge.
>
> What else on the ST was/is cartridge based?

Not much. I have heard of an Atari diagnostic cartridge and a kit for making your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase, Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg Golden image, AlfaData, Naksha).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1115. MagicMac

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3719757D.7193@geocities.com>
Source record: 80532
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Alright.. I hang my head and admit.. my 68030 Macintosh under MagicMac is becoming a better Atari computer than a Macintosh. This is crazy! I thought emulators were supposed to DETRACT from the processor speed.

Please write me at greg@atariusers.com

Would like to hear from other MagicMac users, hear the pros and cons about it.. I'm thinking of registering but just trying to gather some information first.

That is the main bulk of the message...

Doctor Clu
Enjoying MagicMac demo on the 68030 Macintosh.

Other thoughts for those reading onward...

-Page Stream... runs blindingly fast (at least compared to the club 4 meg 520 ST fm). It's had trouble recognizing GIF files. Is this a page Stream setting I need to set, or a MagicMac compatibility problem?

-Freeze Dried term.... freezes. :) Is there a special way you need to set up the modem port? This is VERY important since I am planning on experiementing with CAB.

- Here's a fun question... is there any way to have Magic Mac setup so you don't need the Macintosh System at all.. but can run it STRAIGHT OFF MagicMac? (grin)

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1116. Re: NEMESIS

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7fd6ik$8e9$2@news.campuscwix.net>
Source record: 80533

On 18 Apr 1999 04:29:12 , Paul Nurminen wrote:
->I just wanted to thank everyone that followed up on my NEMESIS-questions post.

You are very welcome... ;-)

->Looks like I'm going to have Alex at ATY do the install for me. I'm not to
->bad with the soldering iron, but I'm a little scared to mess with my "proud
->bird" by myself.

Thats the way I felt. I've done things like the RSVE serial port upgrade,
added TOS 2.06 (with switcher) to my STe, TT-Keys, DeskTopper, and more
but after reading that manual I decided discretion was the better part of
solder...er, valor... ;-)

->As far as memory goes, I can't recall which memory board I have (I got it back
->in 1995), but I do know for certain that it uses a 72-pin 16meg SIMM. As far
->as whether it's 70ns or 60ns, I couldn't say.

I'd highly recommend that you get it right the very first time, and get a 60ns
Panasonic 72-pin SIMM.

->And after perusing the NEMESIS manual a bit, I see that it won't work with ICD
->hard disk driver software. DOH! I use ICD PRO 6.4.4 - but I called SFT today
->and ordered HD Driver; something which I've been meaning to do anyway for a
->few other reasons (like DOS/TOS formatting compatibility).

Thats not quite right. I've been using it with ICD's Pro Utils v6.5.5 since
day 1. However, I too just upgraded to HDDriver v7.61, and would recommend
it to anyone..

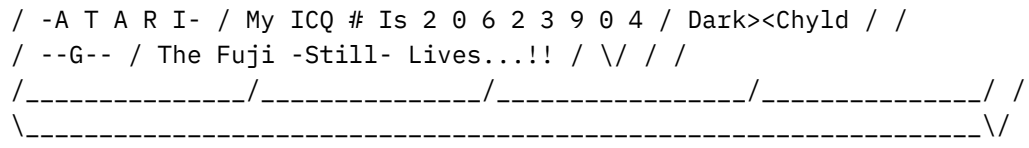
->I'm actually going to drive up to ATY Computer in Oakland, California with my
->Falcon this Wednesday so Alex can do the work. I live in Southern California
->so I'm looking at about a 7-8 hour drive each way! But hey, I guess we
->Atarians are a bit "die hard" [read: warped/deranged/obsessed/insane/etc.] so
->this shouldn't come as much of a shock to anyone here... ;^)

No surprise there! <big grin> BTW, Alex is very fast... ;-)

->I'll report back when it's all done. Wish me luck!
->
->
->-Paul

Good luck, of course! ;-))))

/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /


/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

1117. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7fd781$8e9$3@news.campuscwix.net>
Source record: 80534

On 18 Apr 1999 13:34:17 , Steve wrote:
->I use two Atari ST emulators on my Macintosh (PowerST + NoSTalgia),
->their games and demos come in a "msa" format. How can a change this from
->a disc image into a real disc that I can use on my ST?
->
->My machine is a Mega 2 ST and I've no hard drive, so it'll all need to
->be done via floppies..!
->
->Thanks
->Steve
->---
->MacGamer UK - http://web.ukonline.co.uk/macgamer/
->.

There is a program called (surprise!) MSA, that will make or unmake
these archives... Not sure but I think v2.3 is the latest...

Would you like me to send it UUencoded via E-mail? Its not very
big. You can also find it on good Atari BBS's as well as ftp
sites... Just let me know! ;-)

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_____________/ /
\_____________________________________________________________\/
```

1118. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqh263.q5ofb91yr1gqqN@max03-016.enterprise.net>
Source record: 80535

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> There is a program called (surprise!) MSA, that will make or unmake
> these archives... Not sure but I think v2.3 is the latest...
>
> Would you like me to send it UUencoded via E-mail? Its not very
> big. You can also find it on good Atari BBS's as well as ftp
> sites... Just let me know! ;-)

That'd be fantastic. A UUEncode will be perfect, but that now leaves me another problem - how do I get this onto the ST ?
It's a Mega ST, but, it has Tos 1.02 (I think). Anyway it's not TOS 1.4 that can read PC compatible discs, as I could create these on the Mac..
Any ideas?

Thanks for the reply and help :)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1119. Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <371a2c38$0$26339@znews.zetnet.co.uk>
Source record: 80536

Software wanted

Has anyone or know of anyone /contact of where I can get the
following software for the design of cicuit diagrams and PCBs.

Thanks for the help.
Cheers

Karl

1120. FA: Atari ST software

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: r0et@yahoo.com
Message-ID: <r0et-1804991428010001@ip42.chicago3.il.pub-ip.psi.net>
Source record: 80537

auctions end on 04/19/99. no reserves.

- Games:

Populous
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90306042

Interphase
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90304472

Gravity
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90303687

Deep Space
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90302104

- Utility:

Wercs
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=90307240

1121. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0L2b9HA99iG3EwTs@steverosie.demon.co.uk>
Source record: 80538
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <924458261.5288.1.nnrp-03.9e985e5c@news.demon.co.uk>, John
Whalley <news@whalley.demon.co.uk> writes
>
>Not much. I have heard of an Atari diagnostic cartridge and a kit for making
>your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase,
>Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg
>Golden image, AlfaData, Naksha).
>

EPROM Programmers, backpack (all the code is in cartridge and the acc
accesses it), Robokit (robotic type interface), Fast BASIC, stereo
output devices, ripper (inc. multiface ST), cartridge prototyping
interface (allows experimenting like a breadboard) there is more but
can't think at the moment.

There's more than you think.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1122. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <JarEpIAIDjG3EwFK@steverosie.demon.co.uk>
Source record: 80539

In article <7fcucpjhq1@news6.svr.pol.co.uk>, Paul McIntosh <paul_mc@at
ariste.freeserve.co.uk> writes
>Hi ,
>
>Talking of cartridges is it possible to knock up a simple ram cartidge
>which can be used as a ram disk?
>
>Anyone know how this could be done?

The problem is that Atari didn't allow a write line, so access can only
be READ from the memory.

I don't know how practical it could be to use a read line to allow
access to a very limited RAM disk!
>
>I find a ram disk indispensible nowadays, and a 'ram cartidge' would
>be a neat way of creating one without using up that vital memory in
>these days of multitasking.

The last time I bought an empty cartridge board thing, no idea what they
are called; it is a circuit board with 2 DIL sockets and a jumper to
select which type of chip you're using. These cost ï¿½15.95, and I bought
the last. So if anyone know where I can get some of these, or has
knackered ripper cartridges, please let me know;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1123. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <7fdcreprk1@rubens.telebyte.nl>
Source record: 80540

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>I downloaded and installed the new STinG version 1.20.
>I tried it with CAB 2.7 and NEWsie 0.94.
>It works, but I don't see much improvement. My computer hangs and
>crashes more than it used to with STinG 1.15. I can hardly click with
>my mouse or close a window without trouble, I have to reboot again
>and again.
>I was quite satisfied with STinG 1.15 and have re-installed this
>version again.
>Why are updates of good working programs hardly ever an improvement ?
>
After reactions in this newsgroup I tried again, carefully
re-installing all Autofolder, Sting, Dialer and CPX-stuff.
Now it works, but I'm still having problems I did not have before.
(Remember I'm working with an ordinary 1040 STf (4MB) and
single-tasking TOS 1.04)

I will describe what happens, maybe it makes any sense to someone:
- I used to start XCONTROL as an .APP instead of as an an .ACC
sometimes, to save memory. But if I have STinG 1.20 installed I cannot
open the XCONTROL panel this way anymore. That is, the panel-window
opens, but stays empty and I have to reset the computer.
- If I run CAB 2.7, I cannot start Newsie from there. I'm getting a
menu bar that can't be opened. And again a resest is the only way to
escape.
- If I first leave CAB, while online, and then start Newsie. No succes
either.
- Other strange things that force me to reboot my computer.
These are not all necissarily STiNG 1.20 problems.

To me it sometimes looks like all the Atari users and developers on the
net are fanatics with heavy configurations (Atari Falcon 030 or TT,
or a little network with several Atari and MAC computers running at
the same time, huge harddisks, fast modems, MagiC, NVDI etc.)
I am wondering if someone with a more modest configuration like mine
is running STinG 1.20 without many problems ?

****
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
****

1124. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <GIqS2.1311$IS2.66906@monger.newsread.com>
Source record: 80541

On 18 Apr 99 12:53:58 -0, rmahlert wrote:

|Joe Mirando <jmirando@portone.com> writes:
|
|<snip>
|>I used CAB and the HTML chat software this past Tuesday evening to
|>chat for a while, but it drove me absolutely nuts. I prefer chats the
|>way God intended... in ASCII. <G>
|
|Joe,
|
|Can you explain how they would set it up with cab. I have not tried it.
|<snip>

Sure Rob,

All a user needs to do is use CAB 2.7 or other cookie-aware browser (we don't _require_ the use of an Atari for this, but we might razz you a bit for using anything else <g>) to access Delphi (http://www.delphi.com) and find the Atari Advantage Forum. There is a complete address for the forum, which I'll post after I find it, but there is no "Chat Link" yet on the AA page. I assume that Dana, the Forum Manager, is working on having that oversight fixed, but as Delphi is in the midst of software changes, it might not happen for a little while. Perhaps Dana will drop by here and provide the proper address. (Dana? Is you 'round here?)

Of course, you need to sign up as a Delphi member, but there is absolutely no charge for the service, and it allows you up to five MEG of space for a web page, email forwarding, and a public and/or private forum. While other services were simply talking about allowing free access, Delphi was forging ahead and making it happen. It's a far cry from when I first started telecomputing on "The Largest Online Service in the Universe", when prime-time charges were $36.00/hr. and the fastest you could go was 2400 baud.

Oh, by the way, the established Atari Advantage chat is Tuesday evening at 9:00 pm EST (GMT -5:00), but I've known people to just drop in any old time to see if anyone wanted to chat.

1125. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <371A18B4.4BBC431E@ping.be>
Source record: 80542

Martin Tarenskeen a *crit :

>
> Why are updates of good working programs hardly ever an improvement ?

In the past Dave Small said; while updating programs you always know
what you loose and never know what you win.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1126. Re: Calling STOS contactx

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fddsmfkp1@news4.svr.pol.co.uk>
Source record: 80543

Although I've been away from STOS for two years now (and indeed the entire ST scene), I'd be interested in anything to do with this.

Andi.

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in message news:7fcl25$k4i$1@news7.svr.pol.co.uk...
> I am looking for *ANY* STOS coders out there, no matter if you are a expert
> or compleate novice I would like to here from you.
>
> If you need help, wanna swap ideas or playtest programs then mail me now.
> I've already collected a handful of people so where are all the other coders
> out there ? There must be loads of you people out there somewhere ???
>
> If you know of any good STOS mailing lists then please mail me the info to
> join :-) Any good STOS sites or even Atari sites then please let me know !!
> I'm also looking for any FTP sites with anything Atari related on there.
>
> So come on guys where are'ya all hideing ?
>
> Chris
>
>
>
>
> --
> ---------
> chris-swinson@mega-disczine.freeserve.co.uk
> www.mega-disczine.freeserve.co.uk/
> www.users.zetnet.co.uk/mega.disczine/
>
> #mega_disczine X-net 9:00PM GMT
>
> ICQ 25028406
>
> -----
>
>
>
>

1127. Re: MagiC and HD Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <OY6mPAAQciG3Ew1N@my-ste.demon.co.uk>
Source record: 80544

In article <7fb60b$6sq$2@roch.zetnet.co.uk>, Trevor Spencer
<tcjspencer@zetnet.co.uk> writes
>
>Since installing MagiC HD floppy drive A will not save anything except
>possibly a small file. Switch back to single TOS, no problem.
>
>Anybody have any ideas please?

That's because TOS 2.06 sets the floppy seek rate to 6ms which, when used with an HD floppy, gets halved to 3ms. Magic, on the other hand, defaults to a 3ms seek rate which, when used with an HD floppy, gets halved to 1.5ms. This makes it almost impossible to write anything beyond the first track. The only way to do anything about this is to stick a small program in the auto folder to set the seek rate to 6ms.

If you got the high density upgrade from TUS, there should have been a small program on the disc supplied that sets the seek rate to 6ms. If you haven't got a copy of it, mail me and I'll send you one that does the same thing.

--
David Bolt

1128. [For Sale] Cubase v2

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: brianbbbb@my-dejanews.com
Message-ID: <7fb91cvjf1@nnrp1.dejanews.com>
Source record: 80631

Cubase v2 with dongle and manual

contact brian@tos.pl.net for further details.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1129. Re: MagiC and HD Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7fb78g$71n$1@roch.zetnet.co.uk>
Source record: 80632

>Since installing MagiC HD floppy drive A will not save anything except
>possibly a small file. Switch back to single TOS, no problem.
>
>Anybody have any ideas please?
>
>Trevor
>
>6 MB ATARI STe with Veloce+2
>NVDI TOS 2.06 MagiC Thing

yes I think you need the TUS drive A patch in your auto, on an STe magic reports itself as running Tos 2 which doesn't support HD floppy,I'm surprised these patches and associated info are not on the Tus site
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1130. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371924E7.1C86C31E@cable.A2000.nl>
Source record: 80633

Doctor Clu wrote:

> So I'm curious... the Atari ST has a cartridge port that can handle a
> 128K cartridge (been into the ST scene for only five months tops). So
> far I've heard of a terminal cartridge and the Spectrum (Macintosh
> emulator) cartridge.
>
> What else on the ST was/is cartridge based?

I am not sure, but wasnt there long long ago a cartridge based
version of gfa basic ?? Anyone knows?

Henk

1131. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7fbbsg$7gf$1@roch.zetnet.co.uk>
Source record: 80634

sounds interesting how about "The PalCon"
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1132. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <cDaS2.177$nn4.317@198.235.216.4>
Source record: 80635

I use this program with XBOOT and all is fine. Perhaps your version of Falcon8 is corrupted? Anyways, My problem is getting some decent colour printing from my HP 660C. Colour raster graphics look like crap and I haven't figured out why. I have Calamus 95 that came with my Falcon. I also owned 1.09n. I am not certain if the 95 version has a 2 computer limitation but 98 apparently does. This is what is holding me back from upgrading. I have a couple programs that use this technique and it is making me paranoid. Anyways, I haven't put alot of effort into the colour printing, simply, opened a document, loaded a gif raster graphic and hit print to test my used HP that I picked up. At least the Vector graphics look good. Later Brian.

On 10 Apr 1999 22:30:41 , broncos@primenet.com wrote:
>If anyone knows why my falcon will not run with calamus 98 in 256
>colors or true color then please email me. ive installed falcon8 and
>all it does is give me 2 bombs when booting into desktop from x boot.
>If anyone knows this problem please help.
>
>gene
>
>.

1133. WTB (Canada) 1040STe/mega ST's

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FAD7v1.60B.0.sheppard@torfree.net>
Source record: 80636

Well, at tonight's NS Atari Users Group meeting in Hlifax, we determined that many (too many) of our new members are still struggling with 1040ST's with the stock 1024k of RAM. One person suggested that we send them out one at a time for upgrades, but I figured that even the lowest cost Wizztronics board would go for more than a still-working Atari Mega ST2/4 or 1040STe.

Anybody got a spare computer to sell us? If we have to wait until the TAF flea market they may get into some other platform. Heaven forbid.

Tell us what you have if anything.

John S. Gray (ag352@chebucto.ns.ca)
XEST newsletter editor
isolated out in Atlantic Canada

1134. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7fbpobcpf1@nnrp1.dejanews.com>
Source record: 80637

Hello,

I'm interested!!!
Falcon PC Falcon Mac... that's a good question.. what is it on, pc or mac(PPC or 68k) ? ? ?

Rob
webmaster@Atari-Users.Net
--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <7fai1a$ja2$1@news.casema.net>,
"Vlierus" <vlierus@REMOVETHISHotmail.com> wrote:
> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
> friend are very busy on it. It's now in a beta fase..... who is
> intressed?!??!?! just reply... en when it's releasd i will give you the
> adress 4 downloading it.....
>
> btw.. we are looking 4 a name 4 it... pls help
>
> SeE Ya
> --
> Vlierus
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1135. Re: Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7fbq9n$d88$1@nnrp1.dejanews.com>
Source record: 80638

hello,

It depends..

For Games.. the best is PaCifiST. the url is..
http://www.pacifist.fatal-design.com/
latest version is from 16th June 98, 0.49beta (Giftware)

Then my favorite.. TOSbox.. for running mostly utilites
that url is... http://www.emuclassics.com/tosbox/
latest version is 1.08, release date March 27, 1999. (Shareware)
and last..
GEMulator best for "all around" performance, but this is a commercial program

the web site is http://www.emulators.com/

Rob
webmaster@Atari-Users.Net
--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <7fagu3ukf1@news6.svr.pol.co.uk>,
"Andrew J. Wright" <andi@olddairy.freeserve.co.uk> wrote:
> As someone who was an ardent Atari supporter for many years, I recently fell
> out of touch with the Atari scene, and am desperate to make up for lost
> time. Can anyone tell me what is the best ST emulator to run on a P200 PC,
> and where I can get it from. I have hundreds of disks, and I'm unable to
> use any of them at the moment.
>
> Andrew J. Wright
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1136. Re: Looking for 5.25 Atari disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fbjm0$sj15@news.ajou.ac.kr>
Source record: 80639

On 10 Apr 1999 05:06:14 , Phantom wrote:
> <edited>

I'm still in the market for a new/used Atari ST 5.25
external floppy disk drive. It doesn't have to be a Atari
made one as long as it works.

The Golden Image Master 5S 5 1/4 is the one I would
rather find. But any other brand will be fine as
long as it is in good working condition.

I do have a PC 5 1/4 floppy with a homemade cable
to connect to a ST but the wires have got disconnected
on the drive connector end. If anyone has a text
file on how to wire it up properly then e-mail it
to me if you don't mind.

But I still want a Atari ST 5 1/4 floppy drive,
someone in the USA surely has one thats not being
used. ;)

Also, if anyone in the USA has the Golden Image
Master 3SD 3 1/2 (The one with the LED Track
Display) then I may be interested in
purchasing it as well.

E-mail me at....phantomm@kih.net

1137. RE: cartridge stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7fbn9oruj1@as102.tel.hr>
Source record: 80640

```
On cartridge you can have:
raw data
programs
diagnostics program

Diagnostic can be started before any vector set... that means before TOS
Files can be put on cartridge so it work as regular disk partition, named
c: (yes, small letter)
```

1138. RE: magic and HD floppy drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7fbnj3ruj2@as102.tel.hr>
Source record: 80641

```
on STe DIP switch for HD floppy is very probably set to OFF...
I think it is DIP switch 6...(or 7)
DIP switches 6 and 7 are: HD floppy and DMA sound
```

1139. NEMESIS

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7fbn2o$cu7@enews4.newsguy.com>
Source record: 80642

I just wanted to thank everyone that followed up on my NEMESIS-questions post.

Looks like I'm going to have Alex at ATY do the install for me. I'm not to bad with the soldering iron, but I'm a little scared to mess with my "proud bird" by myself.

As far as memory goes, I can't recall which memory board I have (I got it back in 1995), but I do know for certain that it uses a 72-pin 16meg SIMM. As far as whether it's 70ns or 60ns, I couldn't say.

And after perusing the NEMESIS manual a bit, I see that it won't work with ICD hard disk driver software. DOH! I use ICD PRO 6.4.4 - but I called SFT today and ordered HD Driver; something which I've been meaning to do anyway for a few other reasons (like DOS/TOS formatting compatibility).

I'm actually going to drive up to ATY Computer in Oakland, California with my Falcon this Wednesday so Alex can do the work. I live in Southern California so I'm looking at about a 7-8 hour drive each way! But hey, I guess we Atarians are a bit "die hard" [read: warped/deranged/obsessed/insane/etc.] so this shouldn't come as much of a shock to anyone here... ;^)

I'll report back when it's all done. Wish me luck!

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1140. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: shammond@loop.com
Message-ID: <b%eS2.7909$Ld5.23966@news2.randori.com>
Source record: 80643

On 18 Apr 1999 01:32:56 , Brian Van TIlborg wrote:
> I use this program with XBOOT and all is fine. Perhaps your version of
> Falcon8 is corrupted? Anyways, My problem is getting some decent colour
> printing from my HP 660C. Colour raster graphics look like crap and I
> haven't figured out why. I have Calamus 95 that came with my Falcon. I also

Brian, In SL 98 when you go to print with an inkjet like your HP 660C
make sure that you have "Ordered Dithering" enabled. This will make
raster graphics print a lot better. If the colors look flat or grayed
out, you will need to reset the control lines also, specifically the
UCR/GCR lines in the color separation module.

I don't think the program will "bomb" if it is loaded more than two
times-ala "Studio Photo".

Steve Hammond

1141. extra midi port

Newsgroup: comp.sys.atari.st
Date: 1999-04-18 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <7fc0gpdme1@roch.zetnet.co.uk>
Source record: 80644

In a former life as an exotic dancer, jim harris <jim@studio9.demon.co.uk>
wrote:
> Hi Hallvard ... see post above for details of Noboxe48, an easy to get
hold of commercial expander (www.padworld.demon.co.uk). Also there was a
recent thread on this very subject, scroll up and you might find it. To recap:
to squeeze 3 midis out of modem port requires a non-trivial circuit and
software drivers. The technique employed as I understand it is to quickly
switch the status of one output to three destinations, 'port switching'.
As for reverse engineering the Noboxe it's creators rather wisely permanently
obscured the ID's on the three IC's that it uses.
>

Only 3 ICs? I'm sure that between us all we could reverse engineer something
that simple, even without the IC numbers.

If the outputs are simply "quickly switched" versions of one of the outputs,
then the circuitry cannot be much more than a mutiplexer and some buffering.

BTW, does the Noboxe connect to the serial or parallel port? IF the former,
then I suspect it's not multiplexing, as that would require the unmultiplexed
signal to be switching at 3 x MIDI frequency. Given that the speed for a single
MIDI port is 31250 baud, and the serial port officially only handles 19200,
I think 92750 baud would be pushing it somewhat. Does anyone know what the
serial hardware tops out at on an ST? I don't have any docs to hand, but I
thought that even if driven directly it wouldn't manage more than 57600
reliably.

Anyway, if you can trace the circuit, even without the IC numbers, I'm sure
that we could work out the details of it. It won't save you the money you've
already spent, but it'll help others out no end.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so
I became an engineer"

1142. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924559897.19647.1.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 80345

Steve wrote in message <1dqit5i.9w0s71184m7nfN@max04-078.enterprise.net>...
>Anyway, I've just formatted a floppy on the iMac. It worked! :-) All I
>need now are some DD disks, as I've only got a couple of HD ones and
>they are all causing problems on the Mega ST...

Might be worth checking out your local Dixons/Currys/PC-World - they occasionally still have the odd box of DDs lurking. Also some stationers (Partners springs to mind, though I don't know how widespread they are geographically).

>What are the better web/ftp sites to download ST utils/PD/demos/etc?

Your three best resources for finding software and advice:

The Quick FAQ: http://quickfaq.atari.org

Hallvard's Atari Launchpad: http://launchpad1.atari.org/

UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1143. Cyber Paint Ado to High Ress?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7fgaun$bre2$1@spnode25.nerdc.ufl.edu>
Source record: 80346

I wonder about this:

Would it be possible to adapt Cyber Paint low ress to use Falcon's
high ress?

Cyber looks like a simple program but its ADO effects can twist,
rotate, enlarge , reduce move , scroll a frame or even a complete
animation appliying all these effects at once and render them in less than
2 minutes on a single pass!

Can anyone do a Cyber falcon ver? :)

Raymond

1144. Re: Atari chat rooms ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <h-c5Bpf.dpj@delphi.com>
Source record: 80347

Joe Mirando <jmirando@portone.com> writes:

>All a user needs to do is use CAB 2.7 or other cookie-aware browser
>(we don't _require_ the use of an Atari for this, but we might razz
>you a bit for using anything else <g>) to access Delphi
>(http://www.delphi.com) and find the Atari Advantage Forum. There is
>a complete address for the forum, which I'll post after I find it,
>but there is no "Chat Link" yet on the AA page. I assume that Dana,
>the Forum Manager, is working on having that oversight fixed, but as
>Delphi is in the midst of software changes, it might not happen for a
>little while. Perhaps Dana will drop by here and provide the proper
>address. (Dana? Is you 'round here?)

Yep, I'm around! <g>

You can access the Atari Advantage chat area from the web. There's a
link to all available areas there, including Chat. I've even seen it
in the new format just rolled out. Here's the full url for the
Atari Advantage area:

http://forums.delphi.com/m/main.asp?sigdir=atari

-Dana

1145. Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: "Robert A. Rosenberg" <hal9001@panix.com>
Message-ID: <371BB4E6.FD8A6C26@panix.com>
Source record: 80348
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am posting this query for a friend. She has some old Atati ST Single Sided disks that she wants/needs to recover the data from (it is pure text so the logical format of the data is not an issue). I know that if they were Double Sided that they would (supposedly) be readable as normal Windows Disks (possibly first requiring that a zap be done to a field in the Directory). Does anyone know of a MS-DOS/Windows utility that would allow Single Sided Disks to be read (the SS format was not supported by MS-DOS so it will not be seen as a native disk unlike the DS disks).

Thank you.

1146. Re: WTB: Atari St (U.S.)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990419191906.09331.00003672@ng-cc1.aol.com>
Source record: 80349

the south...AR

1147. Riebl Card

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hnf3g.gtl.mlake@melake.erols.com>
Source record: 80350

I recently purchased a Riebl network card. Apparently there are quite a few at B & C Computer Visions in Ca. Phone, 530-295-9270. Email, myatari2@juno.com

I was told when I purchased the card that I would have to replace the battery. I'm no good at this kind of thing but it appears that the battery is soldered onto the board. Could this be? Can anyone give me directions for replacing the battery? What is the battery used for on this board anyways?

No docs came with the board. Are there some docs available someplace on the Net?

Thanks for any help.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1148. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <371b55c6852390@ford-trucks.com>
Source record: 80351

on Monday 19-04-1999 09:36, Louis wrote:

>well, this morning gave it another shot. Appearently three CPX-es from the
>archive appear to be corrupt over here: Internals, Stingport and Stingprot.

You don't need the last two with a DIALUP connection so I haven't tried
them. Internals works here with COPS so you may be looking at Freedom
incompatibility -- that's not to say that the problems isn't in the CPXs,
just they do work fine here.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
To invent, you need a good imagination and a pile of junk. -- Thomas Edison

1149. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Jason Anderson <Jason@datascan-inc.com>
Message-ID: <371BE7B6.8BA7CB02@datascan-inc.com>
Source record: 80352
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Put me on the list too.

MY NAME: Jason Anderson
LOCATION: California USA
E-MAIL ADDRESS: jason@datascan-inc.com
COMPUTER TYPES: All systems are in Pristine shape,
400,410, 420:
600xl,800,800xl(64k),800(48k),810,820,850,1010,1020,1050,XGES,1200xl and
rare XE, 1050,
Koala Pad, Numerous Joystics and 115 carts so far. Tons of floppies. New
1040STf and 1224c monitor.SIO2PC

FAVORITES: Caverns of Mars, Bruce Lee by DataSoft and Robotron 2048
EMULATORS: They suck, get the real thing!!!

Jason
Mr.3DFX

Andreas Magenheimer wrote:

> Hello folks,
> searching for some Hardcore-Atari-Fanatics, here is one:
>
> MY NAME: Andreas Magenheimer
> LOCATION: Wachenheim, Rheinland-Pfalz, Germany
> E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
> COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
> 1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
> FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> b) Tools: all kind of Converters !! (to convert PC
> pics, sounds, texts, etc.)
> c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> - Newies: Asskicker, Vengeance, Raving,...
> EMULATORS: None, I use only the original Atari-8-Bit equipment !!
> MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> Member of A.B.B.U.C. (Germany)
>
> Greetings - Andreas Magenheimer

1150. Re: NEMESIS

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <371C0953.1812A8BD@jps.net>
Source record: 80353

I've had some trouble too. Not sure if it is Alex at ATY Computer or
Titan. Both agreed to replace mine, but nothing to date.

Carl Woffenden wrote:
>
> I'm happy for everyone who received their Nemesis upgrades. I returned mine over
> one year ago (maybe more) and never had it returned. I paid for it well in advance
> and also bought other Titan products.
>
> Am I the only one?
>
> Carl.

1151. Re: QUESTION !!!!!!!!! Re Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh2rnpeh1@news3.isdnet.net>
Source record: 80354

```
Also Cubase 3.x will run on a Falcon or TT, if ever you decide to upgrade
your hardware. Version 2.01 will not.
```

Jos Vlietstra a ?crit dans le message <7faboe$g5p$2@news1.xs4all.nl>...
>On 17 Apr 1999 10:49:05 , "jon" wrote:
>hello Jon !
>Well Cubase 3.1 is far better than 2.01, I can tell you.The
>resolution of the quarter notes is higher, the midi now really swings
>! The layout is also much better, more 3D.The logical editor is
>extended and now you have for every track a so-called partinfobox.
>So if you can get a legal CUbase 3.1 , you're a lucky guy.
>Don't ever use the cracked 3.1, it's a real mess, full of internal
>errors and notes , who are mysteriously disappear !
>Jos

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1152. Re: Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh2ropeh2@news3.isdnet.net>
Source record: 80355
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason Anderson a crit dans le message
<371AB3F8.2B5FF86B@datascan-inc.com>...
>Hi everybody,
>
> I've been in the 8bit scene now for a while and have a full
>collection of every Atari 8bit item made. Now, I'm starting to get into
>the 16bit arena now and just bought a 1040STf with a 1224 color monitor
>for $25. Everything works, it boots up but I want to hook up a Hard
>Drive to it.
>
>My two questions are,
>
>1. Which would be better, IDE or SCSI. I've seen alot on both
>

SCSI is generakky know as a "better" standard, but it's more expensive. Also
on an STF, a SCSI drive will be external. An IDE can be internal (a small
2.5" unit).

>2. Which ever one is better, what device would be the best way to
>interface to the 1040 and other St's.
>

SCSI: The Link II or Link 97
IDE: There's not much choice, but Mario Becroft's internal interface.

>I did not get any disks with the system, if anybody know a FTP site with
>images of the original disks, that would be great..
>

Tut tut tut, that's piracy...

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1153. Re: TT keyboard on STE

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <371C0C8E.EC7EB2D7@jps.net>
Source record: 80356

The TT has a standard ST keyboard interface on the motherboard. It is
the adaptor that makes the phone style jack interface.

Rulle wrote:
>
> Does anyone know how to connect an TT-keyboard to the STe or how to build an
> interface. also i want to connect an PC-mouse to my atari. any ideas?

1154. 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fgf7n$rj6$1@ns1.thpl.lib.fl.us>
Source record: 80357

easy to add memory to the 520stfm (the 520 with the built in disk drive????) e-mail please thank you sfpu@scfn.thpl.lib.fl.us

1155. Cubase 3.01 needed

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: lwright@spamola.silk.net
Message-ID: <MPG.1185c492802bca599897a2@news.silk.net>
Source record: 80358
Cross-posted to: alt.music.midi,alt.steinberg.cubase,comp.music.midi,comp.sys.atari.st

I'm looking for Cubase 3.01 for my Atari TT. Apparently no previous version will work, it must be 3.01. If you have this software and are willing to sell it (no pirate copies, right dan?) please email me!

Lawrence.

--
remove .spamola to reply, if it's present. Damned newsreader...

1156. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: mr_maddog@my-dejanews.com
Message-ID: <7ffc1j$8ij$1@nnrp1.dejanews.com>
Source record: 80395
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well put me in for being a harcore Atarian :)

NAME: Eric Noss
LOCATION: Wilkes-Barre PA
E-MAIL ADDRESS: mr_maddog@my-dejanews.com
COMPUTER TYPES: VCS 2600 (Well it's still an Atari)
130XE w/ 1050 drive
800XL
800 (Orignial)
1040 STe (4 megs)
PC (soon to run Linux)

EMULATORS: Atari800Win, PacifiST (I like the 8-bit one much better),
and APE (coming soon)
MEMBERSHIP/USER-GROUP: Former member of Scranton Area Atari User Group
(SAAUG) - now defunct

I've enjoy using Atari computers and game systems as long as I can remeber and
trying to find ways to turn my PC into an all-in-one Atari :)

Eric Noss
a.k.a
Mr. Maddog

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1157. Re: Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7febmf$5h08$1@spnode25.nerdc.ufl.edu>
Source record: 80396

Hi, well that is why I still use the old Stik 1.09. If I have to
reset my Falcon for any reason, I just boot and type the ip number in stik
menue and the connection continues. I have set stik ip file to write
protect so I have to enter only the last 3 digits from ip which are the
ones that change. My ip is always 128.227.163.xxx so I manually enter the
last digits. I can even do a connection with Stalker and then change to
slip without disconnecting and continue with a slip conncetion.

It would be great if I was able to do the same trick in MINT.

Raymond

>
>Hi all ,
>
>Ever been online happily beavering away and suddenly those dreaded
>bombs run accross the screen?
>
>Althrough a reset clears the problem it also disconnects you from your
>ISP , is there anyway of a small program to keep the link open after a
>reset , so there would be no need to connect again?
>
>just a thought,
>
>Cheers!
>
>Paul Mac
>Sent using the power but without the price to boot!
>
>paul_mc@atariste.freeserve.co.uk
>
>http://www.atariste.freeserve.co.uk/ -these pages are under
> construction

1158. Re: Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7febq9$5h08$2@spnode25.nerdc.ufl.edu>
Source record: 80397

Hi, well that is why I still use the old Stik 1.09. If I have to
reset my Falcon for any reason, I just boot and type the ip number in stik
menue and the connection continues. I have set stik ip file to write
protect so I have to enter only the last 3 digits from ip which are the
ones that change. My ip is always 128.227.163.xxx so I manually enter the
last digits. I can even do a connection with Stalker and then change to
slip without disconnecting and continue with a slip conncetion.

It would be great if I was able to do the same trick in MINT.

Raymond

> comp.sys.atari.st
> Followup to: newsgroup(s)
>
>Hi all ,
>
>Ever been online happily beavering away and suddenly those dreaded
>bombs run accross the screen?
>
>Althrough a reset clears the problem it also disconnects you from your
>ISP , is there anyway of a small program to keep the link open after a
>reset , so there would be no need to connect again?
>
>just a thought,
>
>Cheers!
>
>Paul Mac
>Sent using the power but without the price to boot!
>
>paul_mc@atariste.freeserve.co.uk
>
>http://www.atariste.freeserve.co.uk/ -these pages are under
> construction
From: guitarra@afn.org
Subject: Re: Calling programmers!
Organization:
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

1159. Re: Calling Atari Artists or Anyone tha

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <371b352f@nemo.idirect.com>
Source record: 80398

On 18 Apr 99 12:56:15 -0, rmahlert wrote:
>Steve Stupple <Steve@steverosie.demon.co.uk> writes:
>
>>Hi
>>
>>I'm trying to track down a spinning Fuji (the Atari symbol), can anyone
>>help. Ideally it would have to be in GIF format for use on my web site.
>>
>
>hi,
>
>I remember the old TAF pages having one... can't recall the url... anyone know
>it? ? ?

try at http://taf.atari.org .

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1160. CPX to CP?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7ffeijkmf1@goblin.uunet.ca>
Source record: 80399

Hi;

I'm using an STf and am trying to have a CPX program boot up automatically by placing it in the AUTO folder. It's been a while since I've done this, and I can't remember what to do. Does the CPX extension have to be changed to something else?

Thanks
Chris

--
crupert@netrover.com
http://www.netrover.com/~crupert

1161. CPX to CP?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7ffebnkld1@goblin.uunet.ca>
Source record: 80400

Hi;

I'm using an STf and am trying to have a CPX program boot up automatically by placing it in the AUTO folder. It's been a while since I've done this, and I can't remember what to do. Does the CPX extension have to be changed to something else?

Thanks
Chris

--
crupert@netrover.com
http://www.netrover.com/~crupert

1162. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7fffeb$j13$1@news.campuscwix.net>
Source record: 80401

On 19 Apr 1999 11:30:36 , Derryck Croker wrote:

->I had a talk with System Solutions at the AMS show on Sunday about the
->flickering pixel problem. Apparently it can be an issue with the particular
->adaptor board as well as the speed of the RAM itself. The ActionSoft board
->is alledgedly one that has a problem (and guess which one I have!) The fix
->is to change back to the original (as you've said) or ignore the visual FX
->which are otherwise harmless.
->
->Rgds, Derryck

Hi Derryck. Nope, the "visual fx" are not completely benign. At least they were not on my Falcon. When running something very intensive like Aniplayer, it would give error messages and sometimes crash hard. If I dropped back down to Nemesis "LOW", then the visual FX would go away and all programs would work fine...

BTW, I wasn't singling out Aniplayer which is a great program (in fact I registered it!). There are other video/Ram intensive apps that crash like this too...

A lot seems to depend on the individual Falcon, as well as the Ram board, and Ram combinations...This is just my experience.. ;-(

Like I said though, why take a chance? Get the most recommended combination of Ram and board the first time... I went through, in this order:

Chro-Magic Ram-Gizmo...with 4 1 meg SIMMs 80ns. (very messy/crashed a lot)
Same card: ...with 4 1 meg SIMMs 70ns. (a little better but not
much-tried the 70ns SIMMs
because a user swore it
worked for him. Maybe?)
Systems For Tomorrow: with 1 16 meg SIMM 70ns. (much better, can almost run
in Nemesis "HI" Still some
artifacting)
Same card: now switched to a 60ns 72 pin SIMM. (Again, an improvement, almost
perfect, just a little fx in
window sliders, etc)

Next? Well, I'm still looking for the Panasonic shielded 72 pin 16 meg SIMM. I've not been able to find one locally and don't know where to order here in the USA. Anybody else know? ;-)

Count up the money I spent on Ram and Ram board upgrades to get where I am today. Not funny, huh? Titan told me not to do this, to go with their 1st and best recommendation but other Nemesis users kept telling me that each of the combos above that DID NOT work for me, DID work for them. Go figure.

Well, I hope you get a good solid setup soon. Once you do get Nemesis working right, you won't want to be without it. I love mine, despite all the "teething" problems I've had...<grin>

Catch ya later! ;-)


```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

1163. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqimw2.1ua2yhx174ufs8N@pm-d16.rhein-main.de>
Source record: 80402

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

> There's a file around on the Net (I'm sure that the author will come forward
> with the address!) which describes a home-made version of the Screenblaster.
> It's a TTL oscillator fitted internally which I'm sure will help. Best thing
> is that there is no track cutting!

I donï¿½t know about that, but sounds good. Great idea!
Hope it works.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1164. Re: WTB: Atari St (U.S.)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7fffnm$6t8$1@news.asu.edu>
Source record: 80403

>hi,
> I wish to buy an Atari St 520 or whatever. Please keep me in
>mind if you need to sell your Atari.

Where are you located?
--

1165. Re: CPX to CP?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371B4945.CB1E5C3B@directprovider.REMOVETHECAPITALS.net>
Source record: 80404

Chris Rupert a ï¿½crit :
>
> Hi;
>
> I'm using an STf and am trying to have a CPX program boot up automatically
> by placing it in the AUTO folder. It's been a while since I've done this,
> and I can't remember what to do. Does the CPX extension have to be changed
> to something else?
>

CPX files are control panels that must be loaded by XCONTROL.ACC. You
definitely don't put them in the AUTO folder. You put XCONTROL.ACC in
your root directory, and creat a folder called CPX for example where you
will put all your CPX. Then you set XControl to point the CPX directory
and you can activate/deactivate them from within XControl.

You can get Xcontrol from the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1166. Re: PC-Falcon emulator ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be8a7f$47e014e0$3a5e0fcb@default>
Source record: 80405

Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in
article <7f2l9c$34p$5@news5.svr.pol.co.uk>...
> Assuming I've got a bossted Falcon using afterburner040 or whatever, Is
it
> possible to play PC games such as Quake on my Falcon under a emulator ?

No chance. An '040 could barely run Quake natively (if it was available for
the Atari platform), let alone under software emulation.
As a rough guide, the AmigaQuake (commercial release) runs fairly poorly on
an '040 Amiga even with the code highly optimized. An 060 is the mimimum
for a decent framerate. ADoom requires an '040 for best results.

Regards,

Clockmeister.

1167. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <371B633A.22A00024@excite.com>
Source record: 80406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I've got a cartridge called Vidi-ST... allows me to capture anything digital
(video, digital cameras, TV, VCR, etc.).

Andy Blakely

John Whalley wrote:

> Doctor Clu wrote in message <37187142.1D42@geocities.com>...
> > So I'm curious... the Atari ST has a cartridge port that can handle a
> >128K cartridge (been into the ST scene for only five months tops). So
> >far I've heard of a terminal cartridge and the Spectrum (Macintosh
> >emulator) cartridge.
> >
> > What else on the ST was/is cartridge based?
>
> Not much. I have heard of an Atari diagnostic cartridge and a kit for making
> your own cartridges. Otherwise it's been mostly used for dongles (eg Cubase,
> Notator), real time clocks (eg Forget-me-clock) and scanner connections (eg
> Golden image, AlfaData, Naksha).
>
> HTH
> John
> --
> Replace news with john in email address if replying via mail
> All mail to news@whalley.demon.co.uk will be deleted
> The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1168. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01be8a8b$0d427920$3a5e0fcb@default>
Source record: 80407

Chris Cracknell <ad329@james.hwcn.org> wrote in article
<7f8i51$shm@james.hwcn.org>...
> Someone once wrote:
> >>I love my Atari because.....
>
~^~^~^

> All the software (both legitimate and "one-eyed") to be found for free on
> the internet.

Is there one place where a great deal of Atari software produced can be had
on the net?. (Like Aminet for the Amiga platform)

> But now on a different track...
>
> Things I hate about my Atari:
>
> That the Tramiels, through their marketing and management incompitence
> dropped the ball on the ST line of computers and failed thier chance to
> dominate the market. Remember when the ST first came out and all the
> computer magazines (even hardcore PC ones) were predicting this machine
> would finally topple the x86/MS-DOS machines? They could have too if they
> had continued to develope and upgrade the platform and give it the
marketing
> support it needed instead of sitting back and making blunder after
blunder
> giving IBM a chance to catch up, over take, and ultimately leave far
behind,
> the ST line of computers. Look at how many great musicians died in plane
> crashes. What a pitty that a plane couldn't have crashed taking the
> Tramiels with it shortly after the ST was released.

LOL.

> Needing a multisync monitor to get all three resolutions in one box. As
well
> as the colour limitations (done to keep all the image files down to 32K
in
> size) in the different resolutions. They should have allowed the
programmers
> to choose if they wanted to sacrifice RAM for a colour depth. Very short
> sighted thinking here.

Not to mention the lack of easy expansion options for such things as RAM
expansion. The HDD port was a good idea though.

> The composite video on the ST (if you're lucky enough to have Composite
> video on your ST) isn't broadcast quality.

Bummer eh?.

> MIDI THRU port incorporated in a non-standard way in the MIDI OUT port.
> Would an extra 5-DIN socket really have increased the price that much?

Built down to a price... something had to go!

> The idiotic placement of the joystick/mouse ports on the underside of
> the keyboard and (even more stupidly) on the detachable keyboard on the
> Mega ST models. Why? Why? Why? What moronic idiot thought this was a good
> idea.

I thought it was a good idea in theory at first, but in practical terms it
was a disaster.

> The mushy, weak keyboard on the ST.

The case was a bit of a bugger to get apart too, not to mention that
justabout all the chips where soldered not socketed on the mainboard. Not
very hacker friendly ;-)

> The fact that there is a lot of things the ST could do, but the damn
> software doesn't exist to do it. It's an even bigger kick in the crotch
> when the software to do it is available on the Amiga. I hate anything
> that gives Amiga users another thing to be smug about. (Where is my
> KiSS viewer/creator for the ST god damnit!)

Most Amiga users would be quite smug right now... ;-)

> Falcon/TT users who, when you ask for help finding software to do
something
> on a lowly ST say "Buy a Falcon/TT." I will buy a Falcon/TT when I find
> one for the same price as I find Atari STs ($10-$20). I've got a PC and
> I can find the software to do anything I want on it. The whole reason I'm
> asking for the software on the ST is because I want to run that task
> on one of my STs, if I wanted to do it on another computer I'd do it on
> my damn PC.

Why not just do it on a PC?. Why do you want to do things on an ST that is
easily done on a PC?. Some things just aren't do-able on a 1Mb, 8Mhz
eighties computer... of any kind.

> Holier-than-thou users who when you even hint that you use "one-eyed"
> software freak out on you saying "Even though the product is discontinued
> pirating it is wrong. You're stealing money out of the pockets of the
> developers. If you're going to use the software buy a used copy of it."
> Here's a newsflash guys: if the software is discontinued, no more money
is
> going into anyone's pockets and if you buy a used copy you're still not
> putting money in the pockets of the developers.

Nevertheless, breaching copyright IS illegal, and technically theft.

Mellow out, the pirates
> are almost the only ones still supporting the ST anymore.

I really hope that isn't the case for the ST's sake.

> The way our devotion to the Atari ST attracts flamers and trolls who like
> to come on this newsgroup and say "You guys are losers! Buy a PC/Mac
etc."
> It's even more annoying when the trolls are people saying we should get
> Amigas or Falcons.

How many Atari users slag off other platforms that they haven't used?. It's
the same thing. I own(ed) PC's, Amiga's and Atari's and I no longer own an
Atari... you work it out.

> People who seem to only use their Atari to run an alternative operating
> system so that they can flame people who run a different alternative
> operating system on their Atari.

That happens on all platforms, and isn't an Atari specific problem.

> Having one of your messages about the ST completely buried under a flood
> of the above mentioned OS-War posts.

OS-Wars are fun, especially when you read some of the BS that people come
up with from time to time. We all know that AmigaOS is the best now don't
we :-p

:-)

Note the smiley, it's important!

> People who are unneccesarily rude to newbies who ask a question like
> "How do I hook up a hard drive to my ST?". There's no need to post back
> "Read the f*ck*ng Quick FAQ you newbie lamer." If they're newbies then
> they likely don't even know the Quick FAQ exists, it's not like they're
> psychic or something. I know it's annoying to see 100 posts asking the
> same old questions, but there's no reason to be rude about it.

Very true, although I don't often see such rude posts in the Amiga or Atari
newsgroups that I read.

Regards,

Clockmeister.

A2000HD, Overclocked ST28 accell 68000 @ 40Mhz, 1Mb ChipRAM, 4Mb FastRAM,
ECS, A2091 SCSI controller + HDD, KS/WB 3.1, Homebrew 386 bridgeboard, 16
bit soundcard, 800Mb EIDE HDD , 12X CD-ROM, 1.44Mb FDD (all drives shared),
880Kb FDD, SVGA card, 2x parallel ports, 3x serial ports, a couple of
monitors and a BIG cooling fan!.

1169. Re: Mario Becroft Serial Mouse Interface

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Wavemaker <wavemaker@my-dejanews.com>
Message-ID: <GBJS2.37774$Ld5.88810@news2.randori.com>
Source record: 80408

>>but I think Mario has at least one dealer to cover most areas of the
>>civilized world.

>ASP are the UK dealer.
>
>Regards
>
>Joe
>http://www.cix.co.uk/~inactive/
>

Someone in the UK has emailed me wanting info on how to purchase Mario Becroft's S/VGA adaptor. Can anyone give me details on how they may do this?

Thanks

1170. SV: SV: falcon faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <XLJS2.12494$x43.23890@nntpserver.swip.net>
Source record: 80409

Hi Jim,

> > Why use two computers when you can have everything in the Falcon?
It's
> > much more convenient to use CAF...
> >
>
> well it will be a while before I buy or find CAF
>
> I had a look at your very informative site. It seems you can use an
> external SCSI zip as your audio recording drive. Is this so? Is this
a
> practical option? How much can you do with only a 100Mb?

It's possible to use a Zip, but not with more than 6 audio tracks
simultaneously if you run at 48kHz - and without any fragmentation...
If your disk becomes fragmented, the possible tracks will probably
decrease rather quickly, but I believe it would be possible to count on
4 audio tracks in daily use...
The 100MB will be sufficient in many cases, much depending on how much
audio you use. Each mono track uses about 5MB/minute, which means you'd
be able to have about 5 minutes of audio on four tracks throughout the
whole song on one 100MB disk. If you don't use 4 tracks through the
whole song, you'll be able to have longer songs...

Best regards,
Claes
claes.holmerup@swipnet.se
http://come.to/claes.holmerup

1171. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqit5i.9w0s71184m7nfN@max04-078.enterprise.net>
Source record: 80410

John Whalley <news@whalley.demon.co.uk> wrote:

> All STs can read/write to DOS disks (assuming physical compatibility, ie
> DD/HD single or double-sided depending on your machine). TOS 1.4 onwards can
> *format* them too. If you have a TOS which doesn't format DOS disks, you can
> use a suitable formatting utility - have a look round the FTP sites.
>
> If your Mac formats proper DOS disks to DD 720k you should have no trouble
> with the Mega.

You know, I really amaze myself sometimes. Of course all STs can read PC
format floppies! Doh! (It's been around 7 years since I owned my last
Atari, the things you forget..) :-}
Anyway, I've just formatted a floppy on the iMac. It worked! :-) All I
need now are some DD disks, as I've only got a couple of HD ones and
they are all causing problems on the Mega ST...

It's all slowly coming back to me now, and I'm getting used (again) to
the ST. (seems so similar to the iMac, yet so different!).
Wish I'd have got s/w with this Mega, having to start from scratch is
going to be an enjoyable challenge :-)

What are the better web/ftp sites to download ST utils/PD/demos/etc?

Thanks for your reply and help, appreciated.

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1172. Re: Mega 2 ST to a Mac monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqis2o.1977ujo1lumx1oN@max04-078.enterprise.net>
Source record: 80411

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

> Not sure, but you can use a VGA monitor, although in monochrome-only
> mode (no games). There are VGA to Mac adapters, so it should be
> possible.
>
> > Secondly, is it possible to hook this Atari upto my SCART television?
>
> Yes, if you can buy/make the right cable. Pinouts are in the Quick FAQ.
> Again a TV will only give you the colours modes, no monochrome.

Colour modes is what I'm after tbh. I don't really need mono as I've got
the iMac for all my work. So it's the games and demos I'm after ;)
(along with a few utils of course!)
Which Atari companies are still around that sell the Scart leads?

Thanks for the help, Nick.

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1173. Re: Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <371B68E3.3AF9351D@excite.com>
Source record: 80412

I would go with Pacifist. You can load whatever TOS version you want (some programs need certain versions to run at all). You can download TOS images and Pacifist from the Little Green Desktop. In order to use your Atari disks on the emulator, you'll need a program called Makedisk... this will create a *.st file that Pacifist can use. With a little bit of research you can learn everything you need to know. I would bookmark the Little Green Desktop.

The Little Green Desktop
http://lgd.fatal-design.com/

Atari Hyperlink Launchpad (bookmark this, too!)
http://www.geocities.com/SiliconValley/Bay/8745/

Note: The TOS images are copyrighted. So are the plethora of games available on The Little Green Desktop.

Have fun,
Andy Blakely

"Andrew J. Wright" wrote:

> As someone who was an ardent Atari supporter for many years, I recently fell
> out of touch with the Atari scene, and am desperate to make up for lost
> time. Can anyone tell me what is the best ST emulator to run on a P200 PC,
> and where I can get it from. I have hundreds of disks, and I'm unable to
> use any of them at the moment.
>
> Andrew J. Wright

1174. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ffpvr$ls0$1@spnode25.nerdc.ufl.edu>
Source record: 80413

I am :) please post URL

Raymond

> Re: FALCON 030 EMU!!!!!
>
> From: "Brume" <brume@atari.org>
> Reply to: "Brume"
> Date: Mon, 19 Apr 1999 12:49:16 +0200
> Organization: ImagiNET
> Newsgroups:
> comp.sys.atari.st
> Followup to: newsgroup(s)
> References:
> <7fai1a$ja2$1@news.casema.net>
>
>Important message:
>I'm a french journalist and I'm working for 2 magazines. I'd like to write
>an article about your project. Please write to me.
>
>
>> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
>> friend are very busy on it. It's now in a beta fase..... who is
>> intressed?!??!?! just reply... en when it's releasd i will give you the
>> adress 4 downloading it.....

1175. Re: Looking for 5.25 Atari disk drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <371B6C79.716AD92@excite.com>
Source record: 80414

Hey, you can get the Master 5S drive from the URL below. It's only
$34.95 US.
Hope this works for you. Also there's lots of Atari software for
cheap. Lots of games and utilities.

http://www.colourfull.com/Merchant/merchant.mv?Screen=CTGY&Store_Code=colorstore&Category_
Code=hardware-atari

Later,
Andy Blakely

Phantomm wrote:

> On 10 Apr 1999 05:06:14 , Phantom wrote:
> > <edited>
>
> I'm still in the market for a new/used Atari ST 5.25
> external floppy disk drive. It doesn't have to be a Atari
> made one as long as it works.
>
> The Golden Image Master 5S 5 1/4 is the one I would
> rather find. But any other brand will be fine as
> long as it is in good working condition.
>
> I do have a PC 5 1/4 floppy with a homemade cable
> to connect to a ST but the wires have got disconnected
> on the drive connector end. If anyone has a text
> file on how to wire it up properly then e-mail it
> to me if you don't mind.
>
> But I still want a Atari ST 5 1/4 floppy drive,
> someone in the USA surely has one thats not being
> used. ;)
>
> Also, if anyone in the USA has the Golden Image
> Master 3SD 3 1/2 (The one with the LED Track
> Display) then I may be interested in
> purchasing it as well.
>
> E-mail me at....phantomm@kih.net

1176. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <371b7d60f6e481@tripnet.se>
Source record: 80415

On Mon 19-04-99 09:36 (GMT) Louis wrote:

>I ran into exactly the same trouble as yesterday but since I know what's
>happening it took me only 5 minutes to reconfigure my modem :-) Somehow
>the whole setup is screwing my modemsettings too, I have to go to a
>terminalprogram to get it set OK again.

Guess you have been working too much with pc:s lately :-)

It's _very_ unlikely that STinG could permanently alter your modem
config! Well at least not until you put in some strange init string
with "&W" or the like in the dialer, which you should never do!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1177. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <371b7d60f6e482@tripnet.se>
Source record: 80416

On Mon 19-04-99 12:38 (GMT) Louis wrote:

>BTW: The whole 1.20 upgrade goes into the can, I don't need this kinda
>shit. Others may perhaps say "it sure is the MagiC OS you're running";
>well Sting 1.15 is running 100% here, I don't have these 30 sec delays
>others are experiencing, so for me it doesn't have to be upgraded.

I have no problems at all with the new STinG! This is also on a TT
(without tt-ram btw.) Works better than the old one. Tested with Geneva
with/without Freemint 1.14. A very nice upgrade imho.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1178. Re: FS: VME Ethernet Card

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ffrhe$t4a$1@news1.xs4all.nl>
Source record: 80417

On 17 Apr 1999 20:49:55, Martin Waterhouse wrote:
>FS: VME Ethernet Card
>----------------------
>
>Was originally plugged into an Atari MegaSTe. Previous owner said it was
>functioning. Comes without any documentation or disks.
>
>Offer me enough to make it worth packing up and taking to the post office
>and it's yours to unearth it's mysteries.

I do not like mysteries. Maybe there is more to tell about this card?

Anyway, Ethernet cards become scarce.

So maybe it is a Riebl card? Then (with the jumpers reset) it could
also function in a TT. And NiNTnet can handle it.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1179. Epidimic use of.....

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7ffrhg$t4a$2@news1.xs4all.nl>
Source record: 80418

On 18 Apr 1999 05:43:51, "Mr. Gregory A. Gonzalez" wrote:
>
>Vlierus&#65533; <vlierus@REMOVETHIShotmail.com> wrote in message
>news:7fai1a$ja2$1@news.casema.net...
>> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
[...]

The last weeks this newsgroup has many messages with large numbers of
. in them.
It seems there is a virus loose that multipies very . typed in on
Atari computers...

I seem to suffer now also from this virus now...

HELP

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1180. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7ffspsivh1@news6.svr.pol.co.uk>
Source record: 80419

Hi,

>Why not just do it on a PC?. Why do you want to do things on an ST that is
>easily done on a PC?. Some things just aren't do-able on a 1Mb, 8Mhz
>eighties computer... of any kind.
>

Name them!

(or am I asking for it here :-))

Paul Mac

---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

1181. Atari joysticks? Where?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: mghembru@tyrant.uwaterloo.ca
Message-ID: <924544877.933462@watserv4.uwaterloo.ca>
Source record: 80420

My 5-year old niece is starting to develop and interest in computer games, and I've gotten her hooked on a few old ST classics (she doesn't have the patience for PC sports games, and somehow I don't think DOOM is a good introduction :-).

Anyway, my tired old joysticks are starting to fall apart. One still works quite well, the other is dying, and a 3rd one is totally dead (you know, plastic circle attached to handle broken).

Anyone still selling these sticks? I'm in Ontario, Canada and obviously would like something not too far away if possible..

Or, has anyone done a hack to connect something like a PC gamepad?

I would prefer email - I don't have time to read this group much anymore.

Thanks.
Mattias
--
Mattias Hembruch, University of Waterloo. Where time has no meaning,
BASc, MASc Electrical and Computer Engineering, our reason does not apply.
Parallel & Distributed Systems Group K. Livgren
mghembru@dictator.uwaterloo.ca http://www.pads.uwaterloo.ca/~mghembru

1182. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Keith Scroggins <kws@saltmine.radix.net>
Message-ID: <7ffsub$ba9$1@news1.Radix.Net>
Source record: 80421

Tim Conrardy <tconrardy@hotmail.com> wrote:
: This guy is also posting (many times) on Alt.music.midi with the
: same posts. Puts a black mark on us Atarians!(if he is a scam)
:
: Tim
: **********
: Tim Conrardy

The poster of the message is legit (Rory), I have dealt with him on at least 3 occasions. Most have had a stale deal.

---Keith

"I can also tell you that it's easy to tell the difference between a tractor and a tank. ...If there's any doubt, you just don't drop."

-US Major General Chuck F. Wald on the bombing of civilians in Kosovo

1183. Re: Atari Yard Sale(US)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: look@mysig.com
Message-ID: <look-1904991457100001@dialdc20.kreative.net>
Source record: 80422

In article <371AAE70.4BA0EB5@qnet.com>, dons@qnet.com wrote:

> Well Im back and I still have a bunch of ATARI STuff that Im not using.
> I have my TT and MSTE at this time I think and the Wife thinks thats all
> I need. I have listed the items I have left on my web page. Just goto
> Atari Yard Sale to see all I have left. |I also have a bunch of software
> that needs to be posted I had a list and I lost it. So I must take the
> time Again to see all that I have and list it on my pages. I still have
> my Atari Sparrow pages online as well. I have sold the Sparrow to a
> fellow Atarian but, you can still see what it looked like inside and
> out.
>
> I havent been to active on here in the past months due to deaths in my
> family and deaths of freinds. And alot of time at work and alot of time
> with the family..
>
> The pages are not anything fancy but, they get my message acrosss..
>
>
> Don Schoengarth

And the address of the pages is.....?

--
Shane King
RedGreenBlue

iconoclast at kreative dot net

1184. WTB...Keyboard...parts

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: <>
Message-ID: <371b7f22.0@news.qnet.com>
Source record: 80423

well...as...you...can...see...my...TT's...keyboard...is...once...more
on...the...way...out.

what...I...need...is...just...the...plastic...board...that...holds
the...keys...and...has...the...plastic...'hooks'...on...the...back
side.

to...many...of...them...have...broken...on...this...one...and...if
you...can't...figure...it...out...my...space...key...will...not...
work...right.

Anyone...have...a...fried...TT...that...might...sell...the...keyboard
cheap?...or...at...lest...this...part?

remove<*>for...e-mail

--
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
--

1185. Re: Building an Atari ST/TT....

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: <>
Message-ID: <371b7f20.0@news.qnet.com>
Source record: 80424

```
On 17 Apr 1999 06:24:00 , Doctor Clu wrote:
>
> (Bracing for the barage of XM301s that will be thrown at me...)
>
> Doctor Clu
>
..May...you...be...stuck...using...only...SX-212's!

*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1186. Re: DO NOT BUY FROM THIS PERSON!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7ffve2$2m6$1@news4.svr.pol.co.uk>
Source record: 80425

On 15 Apr 1999 21:39:22 , "Rory McMahon" wrote:
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>DO NOT BUY FROM THIS PERSON!!!!
>erikdan@dreamsoft.com wrote in message <7f3g1q$co9$1@nnrp1.dejanews.com>...

Errrr.....and why not?

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1187. Re: Atari Show UK

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7ffve6$2m6$2@news4.svr.pol.co.uk>
Source record: 80426

On 15 Apr 1999 20:48:32 , "Christopher Good" wrote:
>>From: "Roy Goring" <roy@REMOVEincontrolinternet.co.uk>
>>Newsgroups: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.ata>ri,dennon.ip.support.>atari,pnet.comp.atari
>>Subject: Atari Show UK
>>Date: Thu, 15 Apr 1999 19:46:24 +0100
>>
>
>Hi Roy,
>
>>Due to a change of plan I will now be attending the Atari Show :-)
>
>I'll see you there then :-) Pity nobody else seems to be going:(

If it wasn't fopr the car failing its MOT I might have been able to
go, but as it was I didn't make any plans to go anywhere in April
because of the dreaded MOT:-((

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1188. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAGBHG.MHH@cix.compulink.co.uk>
Source record: 80427

```
>
> * Falke Verlag (ST Computer)
>
>
> I wonder will he be bringing the English version of HP Penguin Pro .I
> bought it at the last show and it's all in German, useless to me
>
```

They've appointed us as UK distributors, sold us a quantity of stock as the UK version, then refused to reply to any emails pointing out that the software supplied is the German version. Numerous emails and Faxes to the author and Flake Verlag have been ignored.

Regards, Paul Glover

```
---------------------------------------------
FaST Club, PO Box 101, Nottingham, NG2 7NN, UK.
http://www.cix.co.uk/~stclub
---------------------------------------------
```

1189. TT keyboard on STE

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Rulle <skitask@hotmail.com>
Message-ID: <371b8504@news.usenetserver.com>
Source record: 80428

Does anyone know how to connect an TT-keyboard to the STe or how to build an interface. also i want to connect an PC-mouse to my atari. any ideas?

1190. Re: WTB...Keyboard...parts

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <QR8yb9AVX4G3Ew2f@steverosie.demon.co.uk>
Source record: 80429

In article <371b7f22.0@news.qnet.com>, Slc.Dennis Bishop
<starlord@?.com> writes
>well...as...you...can...see...my...TT's...keyboard...is...once...more
>on...the...way...out.
>
>what...I...need...is...just...the...plastic...board...that...holds
>the...keys...and...has...the...plastic...'hooks'...on...the...back
>side.
>
>to...many...of...them...have...broken...on...this...one...and...if
>you...can't...figure...it...out...my...space...key...will...not...
>work...right.
>
>Anyone...have...a...fried...TT...that...might...sell...the...keyboard
>cheap?...or...at...lest...this...part?
>

I take it you are talking about the part that hold the key itself and
presses onto the rubber cups!

If these are the same as the ST's keyboard them I can help.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1191. Re: Atari joysticks? Where?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ARx2LCBhY4G3EwUy@steverosie.demon.co.uk>
Source record: 80430

In article <924544877.933462@watserv4.uwaterloo.ca>, Mattias G. Hembruch
<mghembru@tyrant.uwaterloo.ca> writes
>My 5-year old niece is starting to develop and interest in computer games,
>and I've gotten her hooked on a few old ST classics (she doesn't have the
>patience for PC sports games, and somehow I don't think DOOM is a good
>introduction :-).
>
>Anyway, my tired old joysticks are starting to fall apart. One still works
>quite well, the other is dying, and a 3rd one is totally dead (you know,
>plastic circle attached to handle broken).
>
>Anyone still selling these sticks? I'm in Ontario, Canada and obviously
>would like something not too far away if possible..
>

Amiga, C64 etc... use the same joysticks;)

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1192. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371b76a85cb0640@holleman.demon.nl>
Source record: 80431

on Mon 19-04-1999 19:44 Kenneth Medin wrote:

>On Mon 19-04-99 09:36 (GMT) Louis wrote:
>
>>I ran into exactly the same trouble as yesterday but since I know what's
>>happening it took me only 5 minutes to reconfigure my modem :-) Somehow
>>the whole setup is screwing my modemsettings too, I have to go to a
>>terminalprogram to get it set OK again.
>
>Guess you have been working too much with pc:s lately :-)
>
>It's _very_ unlikely that STinG could permanently alter your modem
>config! Well at least not until you put in some strange init string
>with "&W" or the like in the dialer, which you should never do!
>
Hi Kenneth,

well, whatever causes it, but everytime I had this new Sting put up and gone back to the old set, I experienced troubles pinging. Since I couldn't find any files to be wrong, there must be something else. I found that reconfiguring the modem solved the troubles, though the last time it took me longer than expected. God knows why, but issuing commands like AT&K3, AT&R0 or AT&R1 and just storing those profiles again did the trick...
My inits never show anything else than ATZ or ATZ0. Never had problems with that, also the init for Sting is set at ATZ.

But: how come the internals cpx goes kaputnik once you click "save settings" after you ticked the active box? It happened two times: it was unpacked into the dir, then opened, activated, so the stuff started running and because of the "save" operation it went corrupt: not to be opened up again. Never had that on old versions.

Another weirdo is the flowcontrol box in the CPX-es: it is greyed out and simply states "unknown"... I'm pretty sure I've seen it displaying "RTS/CTS" long time ago when I set Sting up.

Anyway, Sting 1.15 works great as it always did for me.

And please don't mention those PeeCee's rite now, tomorrow's reserved for PC-fighting again... :-((and the rest of the week).

--
CU NeXT msg,

| |
L O U I S | Email: louis@holleman.demon.nl |

```
| http://www.holleman.demon.nl |
|______________________________|
```

1193. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <371b968693e080@xs4all.nl>
Source record: 80432

Hello Krzysztof,
about 'Okami (was: FireNews)' you wrote:

>Version 1.35b is to be find on:
> ftp://piwo.bl.pg.gda.pl/incoming

This FTP-site works well but the Okami zipfile (only 182 kB?) seems
to be corrupted. Got any suggestions?
Thanks, Joost.
--

Joost Bataille email: bataille@xs4all.nl

1194. STinG 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: shammond@loop.com
Message-ID: <sNLS2.37809$Ld5.93700@news2.randori.com>
Source record: 80433

Downloaded and set it up in a separate folder. Replaced the older CPX's and set the STING.INF in the Auto folder to point to the proper partition and folder for the new *.STX files. Used my old dial.scr. Connected to my ISP with about the same type of problems that I had with the previous verison.

1) It takes two,three sometime four attemps before STinG will pick up the DNS number for that session and itinialise the link. Does not make any difference if I am connecting using SLIP,CSLIP or PPP. OTOH, STiK will nail the connection on the first try, every time. The total time to get on-line with STinG, in all fairness, is still shorter than with Windows 95/98 using the same local number.

2) The 30 to 40 second sending mail delay is still there as it was with STinG 1.15. With STiK the connection negotiation is almost instantaneous.

3) POPWATCH 2.91 will no longer send queued mail from Newsie. Mail can be picked up. Newsie will send the mail, OTOH. This worked fine with STinG 1.15 and the older *.STX files. FWIW, I had a number of problems with TCP.STX versions dated later than 13 Oct.98. According to e-mail with Peter these problems were hit and miss and seemed to be ISP dependent as other users using the same set-up had no problems. Typically the problems were with verrrry slow data transfer speeds.

4) CAB 2.7 (CAB.OVL 1.3101) seem to have a little higher overall connection speed compared to STiK or STinG 1.15, BUT I am getting a lot more pauses during the downloading of pages or files so the effective speed is slower.

5) Uploading of files (mail) seems to be faster compared to STiK or STinG 1.15. However, with the 30 to 40 second delay in connection the uploaded file needs to be in the 800K range before there is any advantage over STiK.

6) Downloading and uploading of mail with MYMAIL is faster when the connection is done with STinG - either version. With Newsie/POPWATCH data transfer is the same using either STiK or STinG. As noted above POPWATCH and STinG 1.20, on my system, do not talk to each other very well when trying to upload queued mail in Newsie.

I am lucky in that my ISP supports SLIP,CSLIP and PPP connections. Before anybody asks the above comparisons were done using PPP with compression both turned on and then off. So, for the time being, I am sticking with STiK (pun intended). If you need PPP then I would try STinG version 1.15 first. Get that working and then try 1.20 and see if you have any improvements.

TT030 connecting with a USRobotics Sportster 33.6 that was flash upgraded to 56K. Connecting through Serial 2/lan port. HSModem installed. Typical connection speeds reported by the modem varies between 48000 to 51000 with both STiK/STinG (either version).

Steve Hammond

1195. Re: Mario Becroft Serial Mouse Interface

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAGDtw.3wp@cix.compulink.co.uk>
Source record: 80434

> Someone in the UK has emailed me wanting info on how to purchase Mario
> Becroft's S/VGA adaptor. Can anyone give me details on how they may do
> this?

ASP
40 Evelin Road
Abingdon
OX14 1JR

01235-534152 (after 6pm)
chrisc@zetnet.co.uk

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK.
http://www.cix.co.uk/~stclub

1196. Re: Joe Connor/Atari Computing/InterAct

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAGDty.3xA@cix.compulink.co.uk>
Source record: 80435

I can't see how publishing such a simple fact as part of a public discussion with you could be seen in any way as a misuse of this data - regardless of whether it came from a database subject to the Data Protection Act.

>
>
> Hey! ataricomputing@cix.co.uk (Al Goold)
>
> >> >3) Subscribed under a different name (You last subscribed up to and
> > > >including issue 3 as Tony Greenwood)
>
> >> I hope your apology for disclosing my personal subscription details
> > is
> >> just as public.
> >
> >I have nothing to apologise for Tony, nor will I do so for this. I
> have
>
> You are a member of the AC staff and you have used your position to
> find my personal subscription details from AC records and then publish
> these details to a public forum. It matters not how important those
> details are or how sensitive the information may or may not be.. The
> simple fact is that this was a private transaction between myself and
> AC of which you nor I am sure AC have any right to publish.
>
> If I am wrong and this is not illegal.. It must surely be highly
> immoral :(We will be finding out....
>
>
>
> ST+Fanzine "Best ATARI Paper based magazine of 1998"
> As voted for by the ATARI Community
> http://www.users.zetnet.co.uk/10s_Spot/stp/index.html

1197. Re: Atari Emulator

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAGDu0.3xv@cix.compulink.co.uk>
Source record: 80436

> Ah.. need an emulator? A P200... is that a 200 mhtz processor PC?
> Well, at any rate.. with the PC you have many options...
>
> GEMulator .. adds the roms and flawless operation of the Atari on
a
> PC.. well, it is said to be one of the best. Though some have had
> problems as of late dealing with GEM on this. Don't know the details.

You can now run Gemulator with ROM images on disk. (Copyright restrictions apply - you should own a legit set of TOS ROMs when using the disk image.) You need the hardware card plus ROMs to do Apple emulation.

No known problems with GEM and Gemulator - any more details on what you heard?

[Declaration of interest: we do the UK distribution of Gemulator, see sig, for RoW see www.emulators.com]

> TOSBox... great emulation environment.. Dos based. Been playing
with
> that one lately. A real hit with 486 users.
>
> PacifiST & Winston... good windows based emulators. Played with
them
> briefly for some of our local users.
>
> Anyway... there is a brief overview.
>
> Now if you ever want to play with Atari on Macintosh...(evil grin)
>
> Doctor Clu
>
> Having fun with MagicMac making my 68030 Mac
> A better Atari than it is a Mac. ;)
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK.
http://www.cix.co.uk/~stclub

1198. Re: TT keyboard on STE

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7fg3mmojp1@news6.svr.pol.co.uk>
Source record: 80437

On 19 Apr 1999 21:34:22 , "Rulle" wrote:
>Does anyone know how to connect an TT-keyboard to the STe or how to build an
>interface. also i want to connect an PC-mouse to my atari. any ideas?

There are adapters avaliable to connect a PC mouse to an ST , one
'manafacturer' is Mario Beacroft who lives in New Zealand. He is also
working on a PC keyboard interface.

Check out his URL

http://www.ak.planet.gen.nz/~mario/

Cheers

Paul Mac
---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

1199. Re: POV

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fg4sk$i95$3@news1.xs4all.nl>
Source record: 80438

On 18 Apr 1999 21:38:20, "Andrew J. Wright" wrote:
>I remember a few years ago I used the P.O.V. raytrace programme on my ST.
>Does anyone know of where I can get a copy for my PC (I know this is an
>Atari site) and if not, will it run on an emulator on my PC - as this is
>much faster than using my ageing ST.
>

As long as you remember: Atari only {:-)

http://www.povray.org is central for you.

For ST, TT and Falcon: try the marvelous FTP-site in Belgium.
beautifull new versions are there!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1200. Re: POV

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fg4sm$i95$4@news1.xs4all.nl>
Source record: 80439

On 19 Apr 1999 11:07:51, J WILKINSON wrote:

[...]
>
>It would be best (quickest) to run the PC native version under
>Win95/DOS than run the Atari version under an Atari emulator.

It even is many times faster to run on PC than on Atari. regrettably.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1201. CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fg67kcs1@news7.svr.pol.co.uk>
Source record: 80440

HI gang,

I've had enough of my Pc on the net and are getting kitted out with My Falcon. I have a few ?'s if anyone can help....

1) I've teseted HTML pages in CAB and all seams ok, but will cab support the AVI's and animated Gifs ?

2) will CAB support the Realaudio net sites such as discjockey.com ? (or .ra formats)

3) what about Java and all that for CAB ?

If anones out there using CAB, who has used or is using a PC for the net, what problems do you encounter and what do you think of CAB ?

I'm going to get online on my Atari anyways, but I would like to know the few ?'s I have.

Please mail me direct, thanks

Chris

chris.swinson@zetnet.co.uk

1202. Re: Need Help on 1040stf and Hard Drive Please.

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924556576.17124.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 80441
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jason Anderson wrote in message <371AB3F8.2B5FF86B@datascan-inc.com>...

[Attaching a hard drive to a 1040]
>My two questions are,
>
>1. Which would be better, IDE or SCSI. I've seen alot on both

SCSI is the preferred/standard method. You just have a host adaptor to convert the Atari's ACSI port to SCSI. To use IDE I think you need TOS 2.06, which will add to the cost, and IDE interfaces are much less common. The plus is that the IDE solutions tend to fit inside the casing, whereas SCSI usually involves an external drive.

>2. Which ever one is better, what device would be the best way to
>interface to the 1040 and other St's.

To be sure of being able to use most modern SCSI drives you would be best looking at something like the Link97 adaptor. Older adaptors tend to be limited by such things as parity settings (about which I know next to nothing).

>I did not get any disks with the system, if anybody know a FTP site with
>images of the original disks, that would be great..

The original disks contain almost nothing (unless the machine came bundled in a package with games or educational software). Some machines came with a buggy and crude BASIC interpreter, other than that it was just the control panel: later versions are better anyway. Look for Xcontrol in the FTP archives.

You'll find most of your basic info, including the address of the Atari FTP site list, in the quick FAQ: http://quickfaq.atari.org

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1203. Req: ATARI Band in a Box new styles

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: jon <jon@rasmussen28.freeserve.co.uk>
Message-ID: <7fg6lg$r8$1@news7.svr.pol.co.uk>
Source record: 80442

Any body willing to post new styles for ATARI Band in a Box. Please
Cheers RAS

1204. Newsie v0.94

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: roger.carr@zetnet.co.uk
Message-ID: <371ba5b0$0$26339@znews.zetnet.co.uk>
Source record: 80443

Please could anyone tell me where to download the latest version of
Newsie from?

Thanx

1205. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924559896.19647.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 80444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

>John Whalley wrote:
>
>> Doctor Clu wrote in message <37187142.1D42@geocities.com>...
>> > What else on the ST was/is cartridge based?
>>
>> Not much. I have heard of an Atari diagnostic cartridge and a kit for
making
>> your own cartridges. Otherwise it's been mostly used for dongles (eg
Cubase,
>> Notator), real time clocks (eg Forget-me-clock) and scanner connections
(eg
>> Golden image, AlfaData, Naksha).

Andy Blakely wrote in message <371B633A.22A00024@excite.com>...
>I've got a cartridge called Vidi-ST... allows me to capture anything
digital
>(video, digital cameras, TV, VCR, etc.).

Hmm, now you mention it, I was also forgetting the Mastersound/Replay range
of sound samplers too.

OK, I admit it, there are *lots* of things which use the cartridge port :-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1206. Re: POV

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371A57B7.A36C8D26@ihug.co.nz>
Source record: 80465

Hi there,

Andrew J. Wright wrote:
>
> I remember a few years ago I used the P.O.V. raytrace programme on my ST.
> Does anyone know of where I can get a copy for my PC (I know this is an
> Atari site) and if not, will it run on an emulator on my PC - as this is
> much faster than using my ageing ST.
>
> Andi.

Goto ftp.povray.org or http://www.povray.org

They have latest releases of POV-ray for Macintosh, PC, Amiga.

It would be best (quickest) to run the PC native version under
Win95/DOS than run the Atari version under an Atari emulator.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1207. atari dialing prgs

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Scott Jones <keymastr@cdc.net>
Message-ID: <991F22E9AB7941AA.7F73332431FBD090.390CC2DB5FB25C65@library-proxy.airnews.net>
Source record: 80466

I am looking for some terminal (dialing) prgs for my Atari ST MEGA4 .. can anyone help me?

keymastr@cdc.net

1208. Re: Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <eFuS2.503$3d.136395@news21.ispnews.com>
Source record: 80467

On 18 Apr 1999 21:53:29 , Paul McIntosh wrote:
>Hi all ,
>
>Ever been online happily beavering away and suddenly those dreaded
>bombs run accross the screen?
>
>Although a reset clears the problem it also disconnects you from your
>ISP , is there anyway of a small program to keep the link open after a
>reset , so there would be no need to connect again?
>
>just a thought,
>
>Cheers!
>
>Paul Mac
>Sent using the power but without the price to boot!
>
>paul_mc@atariste.freeserve.co.uk
>
>http://www.atariste.freeserve.co.uk/ -these pages are under
> construction
>.

I did this when I was using Stik. It might be possible with Sting although I haven't figured it out.

Joe

1209. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fe09g$1ch3@news.ajou.ac.kr>
Source record: 80468

On 18 Apr 1999 22:04:08 , Louis wrote:
>on Sun 18-04-1999 19:39 Jo Vandeweghe wrote:
>
>>
>>
>>Martin Tarenskeen a *crit :
>>
>>>
> <Edited>
>
>Went to this Swedish site, got the archive, unpacked into a new folder and
>put all the new stuff where it belongs. Just kept the Sting.inf, dial.inf,
>default.cfg, dial.scr, route.tab and cache.dns.
>
> <Edited>
>
>CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> |_____________________________________|

Hi Louis,

The problems you are having with Sting could very well be due to the
Cache.Dns.

You should not have used your old cache.dns with the new STinG.

I have noticed at times that the Cache.Dns gets corrupted with any
version of STinG.

All you have to do is Delete it. STinG is smart enough to know that
it is not there and will create another one for you.

Heck, I delete my Cache.Dns all the time to keep things cleaned out.
;)

BTW, Here is the Web page where I downloaded the New STinG v.1.20.
http://www.ettnet.se/~dlanor/sting/html/index.htm

Works fine here on the Falcon.
Phantomm
phantomm@kih.net

1210. Atari Software on EBAY!! Please Read ...

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: dcard1@stny.lrun.nospam.com
Message-ID: <P7xS2.4517$8m5.7149@newsr1.twcny.rr.com>
Source record: 80469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Atari ST Ebay Auctions:

Item # Title
--------- ------
93075149 WordPerfect & Mark Williams C Disks
93073793 Touchup, WordUp, Fontz and Flair Paint <-----***
93072393 Revolver and Interlink ST
93070988 Pha$ar Money Management SW
93069757 PC Intercomm
93068630 PC Ditto
93067469 Neodesk 3, Dev Kit & A&D Universal Selector II
93066054 Neodesk 3, Dev Kit and CLI
93064912 MINIX for the Atari ST <-----***
93063500 GFA Artist and GFA Raytrace
93062044 Calamus Desktop Publishing, Font Editor & Book <-----***
93060214 Atari Planetarium,Astronomy Lab & Lab+
93058646 AEGIS Animator , OCP Art Studio, Sprite Factory
93054887 CAD 3D,Cyberpaint,Spect 512,Unispec <-----***
93050878 1st Word Plus, Neochrome, Degas, Thunder!

See Complete list at:

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=tagrel

And buy with Confidence, (see my feedback...)

Thanks for your time,

Dave Card

Ebay User: Tagrel

1211. Re: Calling programmers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7feaq8$qh9$1@athena.netset.com>
Source record: 80470

In article <eFuS2.503$3d.136395@news21.ispnews.com>,
Joe M. Villarreal <jmv@odsy.net> wrote:
>On 18 Apr 1999 21:53:29 , Paul McIntosh wrote:
>>Hi all ,
>>
>>Ever been online happily beavering away and suddenly those dreaded
>>bombs run accross the screen?
>>
>>Althrough a reset clears the problem it also disconnects you from your
>>ISP , is there anyway of a small program to keep the link open after a
>>reset , so there would be no need to connect again?
>>
>>just a thought,
>>
>>Cheers!
>>
>>Paul Mac
>>Sent using the power but without the price to boot!
>>
>>paul_mc@atariste.freeserve.co.uk
>>
>>http://www.atariste.freeserve.co.uk/ -these pages are under
>> construction
>>.
>
>I did this when I was using Stik. It might be possible with Sting although I
>haven't figured it out.
>
>Joe
>

SLIP doesn't really care where it is at. STiNG or MiNT Net should
be able to do this as well as long as they are running SLIP. However the
OS you are using is dependant as well. Magic 6 on my system reinitializes
the Serial port when I restart so even if I were able to keep a connection
up to that point, it is lost there.

Dan Ackerman
baldrick@netset.com

1212. We've got music software for the Atari!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: music_software@my-dejanews.com
Message-ID: <7feiriivl1@nnrp1.dejanews.com>
Source record: 80471

If you're looking for music software for the Atari, then look no further than http://www.hitsquad.com/smm/atari/?ng2 for what you need. We're always adding new listings to the site, so check back often!

Cheers
Geoff

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1213. Re: Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Paal Monstad <pmonstad@online.no>
Message-ID: <CNAS2.24$M22.324@news1.online.no>
Source record: 80472

There is a German program Scooter. The program is available in UK in an English version, but I can't remember from where. Anyone?

P&#65533;l Monstad
PM data, Sauda - Norway

Karl Smith skrev i meldingen <371a2c38$0$26339@znews.zetnet.co.uk>...
> Software wanted
>
> Has anyone or know of anyone /contact of where I can get the
> following software for the design of cicuit diagrams and PCBs.
>
> Thanks for the help.
> Cheers
>
> Karl
>

1214. Re: Mega 2 ST to a Mac monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371ADA3E.72E262FE@directprovider.REMOVETHECAPITALS.net>
Source record: 80473

Steve a ï¿½crit :
>
> I use a Formac 17inch monitor on my Power Macintosh and I've *just*
> bought myself a Atari Mega 2 ST (for fifty quid!! :).
> Anyway, can I use this monitor on the Atari?

Not sure, but you can use a VGA monitor, although in monochrome-only
mode (no games). There are VGA to Mac adapters, so it should be
possible.

> Secondly, is it possible to hook this Atari upto my SCART television?

Yes, if you can buy/make the right cable. Pinouts are in the Quick FAQ.
Again a TV will only give you the colours modes, no monochrome.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1215. Re: Building an Atari ST/TT....

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7fenv1ncc1@roch.zetnet.co.uk>
Source record: 80474

On 17 Apr 1999 06:24:00 , Doctor Clu wrote:

| . . . .
| Got parts lying around... mainly from my Macintosh days. I see the
|inside of an Atari and then a Mac... a lot of similar pieces. What are
|the chances of salvaging parts off the Macintosh, getting parts from
|elsewhere, and building an Atari computer?

Probably as good as getting a couple of wrecked Fords and using them
to make a Rolls-Royce.

John Logan

1216. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <7fenv2ncc2@roch.zetnet.co.uk>
Source record: 80475

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:

| . . . .
|Why are updates of good working programs hardly ever an improvement ?
|
|I don't need more options, I just need reliability.
| . . . .

Absolutely agree. There is a terrible tendency to make things
fancier just because everyone else is doing the same on other
programs/platforms.

John Logan

1217. Re: Cartridges for the ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7fep8fhnv1@cubacola.tninet.se>
Source record: 80476
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:37196F58.5F03@geocities.com...

> Well, I'm currently trying to secure one of those VT100 cartridges for
> my BBS usage. Hope to get an answer back soon.

What's it about? Just a PRG running from the cartridge or som extra
hardware?

> And if we can make cartridges.. I would like to find a program that
> supports ansi that I could port to a cartridge. The first big trick
is
> finding on under 128K. Freeze Dried term for example handles ANSI..
but
> unfortunately is 441K. :(

So there is still people using the old FDT?
If your computer is an STE then you have room for an additional 512KB of
data
just above the TOS address range. If you have an ordinary ST you can
decode it
to accept a couple of MB:s of data on EPROMs.

Actually I was planning for some kind of a built in terminal progam to
let the
diskless and HD-less old 520STM act as a TTY terminal for Unix and some
debuggung tasks in DOS. It would be fairly portable since one could use
any
TV for screen.

MG

1218. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371adca682b6280@holleman.demon.nl>
Source record: 80477

on Mon 19-04-1999 01:18 Phantomm wrote:

>The problems you are having with Sting could very well be due to the
>Cache.Dns.
>
>You should not have used your old cache.dns with the new STinG.
>
>I have noticed at times that the Cache.Dns gets corrupted with any
>version of STinG.
>
>All you have to do is Delete it. STinG is smart enough to know that
>it is not there and will create another one for you.
>
>Heck, I delete my Cache.Dns all the time to keep things cleaned out.
>;)
>

You could be rite, though I checked several of the old files during the probs. Cache.dns *looked* OK... I had this trouble when I started with Sting/Newsie, when Newsie screwed up both cache.dns and route.tab.

Anyway, what annoyed me were the 3 CPX-es that appeared to be corrupt: they're sitting in the CPX dir, but I couldn't open them. Even after a new unpacking I had the same thing. So either the whole file I got was corrupt or something else might have gone wrong. I'm willing to give it another try and then delete old cache.dns, but yesterday I sure was glad I finally got the old stuff up 'n running again after 5 hrs...

BTW: fetched the file from the same site you stated.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1219. New MyMAIL

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7fep5e$d9k@newstoo.ericsson.se>
Source record: 80478

Hi all !

Now it's time again for a new MyMAIL version (0.83)

You can download from this address:
http://www2.tripnet.se/~erikhall/programs/mymail.html

You can add or remove yourself from MyMAIL mailinglist.
The add/remove page is found at:
http://www2.tripnet.se/~erikhall/mymailupdates.html
The mailinglist are handled by MyMAIL automaticly.

Best Regards

Erik Hall

1220. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <371AEB48.7E68@ooc.de>
Source record: 80479

Doctor Clu wrote:

> I've been experimenting with Java script off on my Macintosh browser to

I don't understand. JavaScript has nothing at all to do with Java. Java
and JavaScript are totally different things.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1221. Re: Anyone using this hard drive on a F

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <371AEC62.6BCB@ooc.de>
Source record: 80480

Phantomm wrote:

> I never did send in my HD Driver registration card.

There are no registration cards for the versions distributed directly by me. There might be registration cards for the versions distributed by System Solutions. In this case you have to send your card to Systeom Solutions. Or, if you want me to send you an update, you have to send me the update fee with your original floppy disk (once) in order to become a registered user.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1222. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371b02561405ab0@smok.krakus.top.pl>
Source record: 80481

On Sun 18-04-1999 17:45 (GMT) Michael and Nicole Freeman wrote:

>Well, since we're in the STiNG-upgrading
>mood now, here's a list of some things I'd like to see done with it:
>
> 1. When I run a login.bat file under Geneva/NeoDesk, the
> Dialer gets "put to sleep" while the program is run. But

[snip...]

2. *To remove 30 sec delay when sending mail!*

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1223. Re. Don't knock the humble ST.

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371AF835.5C285479@patent.gov.uk>
Source record: 80482

It's nice to know that at least one person reads my messages. Sorry for the wrong URL. I put a dash instead of a dot, should have been:

Scrub that!!!!! I have just gone to the correct page , cut and pasted the URL and NETSCAPE insists on converting the dot to a dash!!!!!! You just can't rely on these PC Browsers!!! Or it may be a PC/COMPAQ mapping fault.

Just go:
http://tcp.ca/gsb/reviews/graphics/
which should be the 'Graphics Section Index', then click on 'Part 4 - 3D Max: a job skill for the next decade'. Don't blame me - blame the other guys!!!

Bob King.

1224. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371aebac3f07c0@holleman.demon.nl>
Source record: 80483

on Sun 18-04-1999 16:39 Pat & Anna wrote:

>on Sunday 18-04-1999 22:04, Louis wrote:
>
>>So I checked the ping: not OK. After that checked the CPX-es: appearently
>>3 of the 4 were not OK: don't show up when opening them in Freedom. Only
>>the internals opens up...
>
>>Finally suspected the port, since the port-cpx tells me the flowcontrol is
>>greyed out, normally that would be "CTS/RTS on" but it's simply "unknown"
>>according to the box.
>
>Per the docs and discussions from years ago, I only use the Internals and
>Serial CPXs. Rebooted, updated settings in the two listed CPXs and was
>back online.
>
Hi Pat,

well, this morning gave it another shot. Appearently three CPX-es from the archive appear to be corrupt over here: Internals, Stingport and Stingprot. They simply won't open up in either Freedom or the old Control panel. Perhaps even more files are corrupt, can't check it because the stuff simply won't work, although Sting reports normal at boot. The dialer won't come in because Internals cpx cannot be set to "active".
I ran into exactly the same trouble as yesterday but since I know what's happening it took me only 5 minutes to reconfigure my modem :-) Somehow the whole setup is screwing my modemsettings too, I have to go to a terminalprogram to get it set OK again.

Now I can go back to the site and fetch the complete 400k again, just to hope I get the 3 cpx-es in OK this time... Funny thing is that I get no CRC-errors on the file, not at unpacking either (did it another time to be sure). So what's up, since Phantom used the same archive without probs???

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1225. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <371b118e31f42c0@tripnet.se>
Source record: 80484

On Mon 19-04-99 08:02 (GMT) JI Logan wrote:

>On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>
>| . . . .
>|Why are updates of good working programs hardly ever an improvement ?
>|
>|I don't need more options, I just need reliability.
>| . . . .
>
>Absolutely agree. There is a terrible tendency to make things
>fancier just because everyone else is doing the same on other
>programs/platforms.

The only "fancy" option added I found is a new box to select autamatic dns ip-address request.

The STinG uppgrade actually works better on my setup. Used to have problems to initate the ppp link to my provider sometimes. The new version has not failed at all sofar.

Got bus-error once when hanging up in the Dialer. This also happend sometimes with the old version.

When Dialer is set to stay resident when last window is closed I can't anymore reopen the main window. Had to force termination in Geneva to end it. This used to work in the old version.

When initating the local ppp link to my pc the old stingprt.cpx would sometimes hang. Not seen (yet?) in the new version.

Sometimes the old version would hang on my router computer under heavy load from traffic to the other computers on my LAN. Has not happend with the new version.

When dialing under remote control from another computer the old version returned wrong result codes. This is still present in the new one.

When installing the new version I had two minor problems:

As no dummy stx modules were included in the new package I left the old ones in by misstake and got bombs.

"Request Name Servers from remote" was not checked in the Dialer configs using the old DIAL.SCR

The other reports that "It does not work at all anymore" seems to to with that they have put in a new (not updated) SERIAL.CPX and forgot to

set up the serial ports correctly?

I really think the update was worth it. Ronald Andersson really has done a great job in the abscence of Petter Rottengatter. Not an easy task as he does not have access to all the source code.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1226. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Brume <brume@atari.org>
Message-ID: <7ff1o9$9bk$1@news.imaginet.fr>
Source record: 80485

Important message:
I'm a french journalist and I'm working for 2 magazines. I'd like to write
an article about your project. Please write to me.

> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
> friend are very busy on it. It's now in a beta fase..... who is
> intressed?!??!?! just reply... en when it's releasd i will give you the
> adress 4 downloading it.....

1227. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <371B11F0.7E1BD6FA@mail.uni-mainz.de>
Source record: 80486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello folks,
searching for some Hardcore-Atari-Fanatics, here is one:

MY NAME: Andreas Magenheimer
LOCATION: Wachenheim, Rheinland-Pfalz, Germany
E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
b) Tools: all kind of Converters !! (to convert PC
pics, sounds, texts, etc.)
c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
- Newies: Asskicker, Vengeance, Raving,...
EMULATORS: None, I use only the original Atari-8-Bit equipment !!
MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
Member of A.B.B.U.C. (Germany)

Greetings - Andreas Magenheimer

1228. Re: SMS2 OS

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: Arnould Nazarian <arnazarian@magic.fr>
Message-ID: <924520826.358597@bagdad.magic.fr>
Source record: 80487

Freek Munniksma a ï¿½crit dans le message <7f0206pmt1@news1.xs4all.nl>...
>Today i read an article in an old ST Format issue about an operating system
>called SMS2 for Atari .It came as a cartridge to be plugged into an
ordinary
>1040.Itï¿½s supposed to be multitasking and lightning fast and related to
Unix
>and VMS.
>Does anyone know anything about this? Can the code be downloaded from
>somewhere and possibly be loaded from HD?
>
>Greetings,Freek.
>(Thats my real name :)
>

Yes I know well what this was about.

SMS2 was a version of what we call now SMSQ/E.
It is a compatible operating system to the Sinclair QL's one
which was already very advanced for its time (1984,
preemptive multitasking, very fast, very small).
For various reasons, the people who introduced SMS2 had
to stop.

It is not UNIX! The basic algorithms in there are much more
efficient than in UNIX. It is pure performance.

Today there are still not many commercial systems based
on the original technology developed in this OS. One has
some success and is a threat for WinCE, this is EPOC from
Psion (see http://www.symbian.com if interested).

The good news is that SMSQ is still being developed by its
original author, and that it can be bought for the Atari ST
platform. But beware: it is a system for freaks (so you
maybe interested?!). Incidentally Linus Torvalds used
the Sinclair QL for some years, but he did not really
understand why it is is more advanced)

To get some informations you can go and have a look at

http://wwwusers.imaginet.fr/~godefroy/

In there follow the link to Jochen Merz Software who sells
SMSQ/E.

If you want to join us (we are about 1000 to 2000 left and
about 200 in Internet), then there is an active mailing list

where you can ask your questions.

For the more technical minded of you, at above URL there are
explanations about why the QDOS/SMSQ environment is
more efficient and easier to program: see Stella. But beware as
it is quite advanced stuff. To understand it is best to have taken
some lessons about computer programming in a concurrent
environment, and then forget what you have learned!

Sincerely from France
Arnould
arnazarian@magic.fr

1229. Re: Test

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ff44q$5he$1@news8.svr.pol.co.uk>
Source record: 80488

On 16 Apr 1999 20:10:21 , Stephen Barszczak wrote:

>>About bloody time, another Steve, another Freeserve account, another Newsie
>>user. So what was the problem??.
>
>I don't know mate, I think it was caused by my tring to use a later
>version of Sting, cos' as soon as I went back to V1.8 it all started
>to work.

Your use of the term "went back" suggests that you had that previously
installed. Did you remove all traces of that before installing the new
version, including all the modules??

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1230. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ff44s$5he$2@news8.svr.pol.co.uk>
Source record: 80489

On 16 Apr 1999 12:36:18 , Robert Schaffner wrote:
>
>> I remember others mentioning problems if your RAM isn't up to snuff. I

>If i have my nemesis machine, i also used a 16 (14) Mb Simm Ram-Board.
>That doasn't work correctly first time, later i changed the Simm from
>70nS to 60nS. That was better, but not perfekt. The guy how take this
>machine replace the board with a original atari memory board and the
>machine works fine in nemesis high.
>
>If you see flickering points, stripes on display, ram isn't good..

I had a talk with System Solutions at the AMS show on Sunday about the
flickering pixel problem. Apparently it can be an issue with the particular
adaptor board as well as the speed of the RAM itself. The ActionSoft board
is alledgedly one that has a problem (and guess which one I have!) The fix
is to change back to the original (as you've said) or ignore the visual FX
which are otherwise harmless.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1231. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ff44t$5he$3@news8.svr.pol.co.uk>
Source record: 80490

On 16 Apr 1999 20:10:29 , Stephen Barszczak wrote:
>O
>>>Just what exatly is a kill file supposed to do mate?
>>>
>>
>>It filters the messages you download.
>
>Do you mean stops unwanted mails getting through?

Take a look at killfile.txt in the NEWSie archive. It'll answer all your questions.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1232. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ff450$5he$4@news8.svr.pol.co.uk>
Source record: 80491

On 17 Apr 1999 13:27:32 , Robert Schaffner wrote:
>In <924283829.775981@news.netactive.co.za> Ted Parrett wrote:
>
>>I'm sure I have read that it is possible to obtain screen resolutions
>>beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If

[...]

>>Screeblaster 2 but noted it used one of the paddle ports. I have the Log3
>>dongle permanently plugged in to the cartridge port and that covers up
>>bothe the paddle ports so even if that is still available it wont be of
>
>So you need the internal version ;-)
>(Can't say how you can get this expansion) (Take a used unit)?

There's a file around on the Net (I'm sure that the author will come forward
with the address!) which describes a home-made version of the Screenblaster.
It's a TTL oscillator fitted internally which I'm sure will help. Best thing
is that there is no track cutting!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1233. Re: Show report for the Messe?

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ff452$5he$5@news8.svr.pol.co.uk>
Source record: 80492

On 17 Apr 1999 16:03:18 , Jos Vlietstra wrote:
>On 16 Apr 1999 06:48:10 , Derryck Croker wrote:
>Well I was there on Saturday.The atmosphere was perfect as usual, all
>brothers and sisters from the same species, the usual stuff and the
>unusual, the well-known companies and individuals.

I bet that there was a nice "buzz", terrific.

>So I updated Papyrus 7.0 to 7.5 Word Evolution.I got a HD diskette
>with a .TOS file.A guy from ROM-software typed my registrationnumber
>and name in his computer and I paid 59 DM .

How disappointing that it wouldn't work - I hope that it gets sorted out
very quickly!

Thanks for the feedback!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1234. FS/T: Atari ST games [04/19/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <3726b6f4.499594@news.nls.net>
Source record: 80493

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/19/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 3.00 California Games (Epyx)
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 2.00 Final Assault (Epyx)
$ 3.00 GFL Football (Gamestar)
$ 2.00 Lands of Havoc (Antic Software)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 2.00 Prime Time (First Row)
$ 3.00 Quadralien (Spinnaker)

$ 3.00 Renegade (Taito)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)

SPECIAL: Buy one (1) of each listed title and receive 20% off.

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside

the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1235. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371b15f61137e50@holleman.demon.nl>
Source record: 80494

on Mon 19-04-1999 09:36 Louis wrote:

>Now I can go back to the site and fetch the complete 400k again, just to
>hope I get the 3 cpx-es in OK this time... Funny thing is that I get no
>CRC-errors on the file, not at unpacking either (did it another time to be
>sure). So what's up, since Phantom used the same archive without probs???
>
>
Hi again,

well, my free monday means another day with computerproblems. I could have gone to work and experience the same, with PeeCees... :-(

So I fetched the Sting1.20 file once more, this time parked it onto a non-LFN partition (the first time it went to a LFN-partition) and extracted again. No probs. Put everything where it belongs once more, did a reboot and I got to the 4 CPX-es alrite. After saving settings in the Internal cpx however it got corrupt again, I couldn't open it anylonger. Anyway, got it set to "active". Sting simply wouldn't run, or better said: it loads, then the Dialer got active once I set the cpx to "active" but no go to my ISP. Same shit, pinging it got stuck after 15 datagrams came back.

So I shoved back the old files from Sting 1.15 and 1.12 and after that the whole bunch was screwed again: this time the ping to my ISP went fine, but the ping to my own machine did nothing! Checked every bloody file that has to do with it, everything 100% OK, no corrupted route.tab or cache.dns...

Then created a whole new Sting directory, the old one was pretty much messed up with all kinds of temp dirs, so I got a nice 'n neat clean Sting dir where the Dialer sits in too etc. etc. etc., rebooted and the ping to my own machine refused to get stuff back in. Strangely enough, the ping to my ISP went 100%....

Finally reconfigured the modem to AT&R1 and use that in the start-up config too and finally things were back to normal. Note, this one's combined with AT&K3 here. Now it works, on the old Sting 1.15 with the TCP.STX from an earlier version and it runs 100% OK again. I *think* I noticed a slight speed increase too.

BTW: The whole 1.20 upgrade goes into the can, I don't need this kinda shit. Others may perhaps say "it sure is the MagiC OS you're running"; well Sting 1.15 is running 100% here, I don't have these 30 sec delays others are experiencing, so for me it doesn't have to be upgraded.

I must add, that I upgraded my Okami yesterday, it looks like this one flies on the import/maintain stuff.

Also I upgraded the Mintkernel to 1.15.1-0.9 (not the latest beta) and it runs without troubles too. Still have to go to Mintnet 1.03 (I'm still on 1.01 here) and the later minix.xfs stuff... but for now I've been upgrading more than enough. Let's just try to keep this machine *working* for a while... :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1236. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve Goldfein <steveg@NOSPAM.amdocs.com>
Message-ID: <924619569.581538@speedy>
Source record: 80295

> There is no way an atari can or ever will have full javascript
> support.. I personally see no reason why it can't have limited
> support, but it will never have it all..I believe someone is
> attempting some sort of support...:)

This last statement I cannot believe, since I have seen an Atari run Macintosh software faster then a much more expensive and 'powerful' Macintosh of the same era. Atarians need to realize that they should never say never, because as soon as you do, boom someone goes and does it. The first implementation may not be fast, and may not be pretty but eventually it will evolve in to a usable solution. A primary example is ARC on the 8-bit Atari.

1237. Sting

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7fignl$7dc$1@news5.svr.pol.co.uk>
Source record: 80296

On 19 Apr 1999 11:30:34 , Derryck Croker wrote:
>On 16 Apr 1999 20:10:21 , Stephen Barszczak wrote:

Hi

>>I don't know mate, I think it was caused by my tring to use a later
>>version of Sting, cos' as soon as I went back to V1.8 it all started
>>to work.
>
>Your use of the term "went back" suggests that you had that previously
>installed. Did you remove all traces of that before installing the new
>version, including all the modules??

Yes I did, appart from the Default.cfg & Dial.scr files.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1238. Re: Newsie Killfile

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7fignp$7dc$2@news5.svr.pol.co.uk>
Source record: 80297

On 19 Apr 1999 11:30:37 , Derryck Croker wrote:
>On 16 Apr 1999 20:10:29 , Stephen Barszczak wrote:

Hi Derryck

>>Do you mean stops unwanted mails getting through?
>
>Take a look at killfile.txt in the NEWSie archive. It'll answer all your
>questions.

I've had a look at it mate, I'll have to have a play with it and see
what I can get it to do:-))

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1239. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371cb8c015851740@holleman.demon.nl>
Source record: 80298

on Tue 20-04-1999 07:35 Steve Goldfein wrote:

>IIRC, there was a program that you put in the auto folder on a floppy disk
>called coldboot or reboot, that would pause for like 30 seconds then reboot
>the computer.
>
>Another option is to turn on the HD first, then the floppy drive then the
>monitor then count to 5 and then the computer.
>
>Martin Tarenskeen <mt--------@telebyte.nl> wrote in message
>news:7fhp57$6n2$1@rubens.telebyte.nl...
>> When I start up my ST and Harddisk, the ST only recognizes the
>> Harddisk after a reset. This is an old problem, and I think there is an
>> autofolder program that lets the ST wait until the harddisk is ready,
>> to solve this (little) problem. Does anyone now the name of this
>> autofolder program, and/or an URL where I can download it ?

Hi,

it may also help to use SCSI ID 0 on the HD, not 1 or higher. (or was it 0
and 1, not higher???)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1240. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3722c7d3.6638114@news.demon.co.uk>
Source record: 80299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The other Day Robert S Ely <rely@ix.netcom.com> wrote:

>mr_maddog@my-dejanews.com wrote:
>>
>> Well put me in for being a harcore Atarian :)
>>

Is this list just for the US folk or can us sane UK people add ourselves
:)
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

1241. Xtron

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <7fihlb$3tp$1@roch.zetnet.co.uk>
Source record: 80300

Hi All,

Does anyone remember a game from long ago on the ST called XTRON ?
(I feel sure it was PD or Shareware.)

Can anyone tell me where I can find it and if it might run on my Falcon
or TT ?

TIA

Best Wishes,

Jim.

1242. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <371CC97C.D2AC1F2@ping.be>
Source record: 80301

kellis a *crit :

>
> aniplayer with CAB and olga will get you the video embedded, But never got
> it to work. But it is supposed to work. Has anyone got it?

Yes, it works on my TT ... you can try that when going to Didier Mequignon's page ... though, I had to run olga at the boot ... resident if you prefer. But I must say it's under MagiC ... sorry for that.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1243. Re: FOR SALE:atari,monitor,sequencer,etc

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7fiio0$405$1@roch.zetnet.co.uk>
Source record: 80302

On 20 Apr 1999 17:08:48, Philip wrote:

**A FS notice with no indication of where he is on the planet....

WHERE ARE YOU?

chrisc

1244. Re: Is it Possible, Again!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fikk5$m4f$2@news4.isdnet.net>
Source record: 80303
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple a crit dans le message ...
>Hi
>
>I'm after some more info;)
>
>I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
>& 1.62.... Is it possible to do the same with the Mega STE's so that it
>can be run under 1.63 etc...
>
Technically I don't see why not, other than it's 1.62, not 1.63, and that it
might run on a mega STE.

```
Try plugging in some old roms from an STE and see what happens before
designing a TOS switcher board.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1245. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fikk4$m4f$1@news4.isdnet.net>
Source record: 80304
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

jim harris a crit dans le message
<371C8974.ABFAD178@studio9.demon.co.uk>...
>will fpu improve speed of CAF?
>jim
>

No.

```
Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1246. Re: STinG and Modem Connection Speeds

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924636231.7387.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 80305

Phantomm wrote in message <7fhab9$29l57@news.ajou.ac.kr>...
>Ever since I upgraded to a 56K Modem. I have been wondering
>if I am getting the most speed out of it.
>
>Well the other day I changed my Dial Script in STinG to allow
>the modem to ISP connection speed to be shown.
>And much to my suprise most of the time I am getting
>connected at 24000, every now and then I'll get a
>26400 connection. This does not seem right. I'm thinking
>I should be getting at least a 38400 connection or better
>with a 56K modem on a Falcon. Maybe not?

The connection speed to the ISP is really nothing to do with the Falcon or STinG, it's more dependent on the quality of the phone line and how well the two modems at either end get on. If you get a connection speed of more than 33k then the extra 56k stuff has kicked in automatically, it just can't go any faster due to the phone connection.

Only solution is to have your line checked, I guess. If it cheers you up any, my K56flex modem rarely connects at faster than 40k, usually it's 38k like you. I believe that people tend to average higher connection rates with V90, but again it's still dependent on your phone connection.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1247. Re: TT-keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAI79A.DAM@cix.compulink.co.uk>
Source record: 80306

I'm pretty certain that a MegaST(E) keyboard is plug-compatible with the TT. We've made up adaptors that allow a Mega ST keyboard to be used with a Falcon and I'm sure I've used an STE keyboard in a Falcon.

> In article <371c09b0.0@news.qnet.com>, Slc.Dennis Bishop
> <starlord@?.com> writes
> > The__ST__keyboad..is..not..the..same..as..a..TT's.
> >
> >The..TT..has..a..metal..plate..on..the..backside..with..holes.
> >
> >Through..these..holes..small..plastic..hooks..grab..onto..the..metal
> >and..hold..on.
> >
> >I've..broken..some..of..these..and..now..the..spacebar..and..the..left
> >side..Shift..does..not..work..I..guess..I'll..have..to..see..if..
> >best..elec..has..this..plastic..board.
> >
> >in..the..meantime..i've..gotten..a..1040st..am..setting..it..up..and..w
> ill
> >put..a..text..editor..on..it..and..will..make..my..postings..replys
> >on..it..and..transfer..them..via..floppy..disk..do..it..the..hard..way!
>
> I think they must be totally different to the ST's keyboard:(
>
> Just a thought that should get you through a while would be to use a
> clip from the LEAST used keys; e.g. from your number pad keys! At least
> you should be able use a space.
>
> If I come across a keyboard I'll let you know;)
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1248. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqktb7.fjyk7ddoxzuN@max01-063.enterprise.net>
Source record: 80307

> Your three best resources for finding software and advice:
>
> The Quick FAQ: http://quickfaq.atari.org
>
> Hallvard's Atari Launchpad: http://launchpad1.atari.org/
>
> UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm

Thanks everyone for all the help, I've got a lot of Atari sites to go through now :)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1249. FS: Items

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fiobf$hi4$1@ns1.thpl.lib.fl.us>
Source record: 80308

one 520STfm with a flakey internal diskdrive.....make me an offer
works good except for that.
SC1224 Atari color monitor in very good condition....25.00 plus shipping
your zip gets shipping charges.

sales only in the United States, prepay by money order e-mail replies
please and thank you. sfpu@scfn.thpl.lib.fl.us

1250. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fiq2g$fl9$1@news5.svr.pol.co.uk>
Source record: 80309

Any you people know the links and stuff for the addons and demos ?

http://dc2.uni-bielefeld.de/atari/ddriver.htm

Not sure if anyones tried this one or not yet ?

Chris

Chris Swinson wrote in message <7fg67kcs1@news7.svr.pol.co.uk>...
>HI gang,
>
>I've had enough of my Pc on the net and are getting kitted out with My
>Falcon. I have a few ?'s if anyone can help....
>
>1) I've teseted HTML pages in CAB and all seams ok, but will cab support
>the AVI's and animated Gifs ?
>
>2) will CAB support the Realaudio net sites such as discjockey.com ? (or
>.ra formats)
>
>3) what about Java and all that for CAB ?
>
>If anones out there using CAB, who has used or is using a PC for the net,
>what problems do you encounter and what do you think of CAB ?
>
>I'm going to get online on my Atari anyways, but I would like to know the
>few ?'s I have.
>
>Please mail me direct, thanks
>
>Chris
>
>chris.swinson@zetnet.co.uk
>
>
>
>

1251. MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fipncfaf1@news5.svr.pol.co.uk>
Source record: 80310

any u guys know where the demo for it is ?

thanks !!

chris.swinson@zetnet.co.uk

1252. Lethor7 ??????

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fiq3thth2@ns1.thpl.lib.fl.us>
Source record: 80311

please contact me regarding an Atari for sale if you are still interested.
Jim tampa fl sfpu@scfn.thpl.lib.fl.us my e-mails to you get kicked back
to me for some reason???????

1253. Re: MagiC and HD Floppy Drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7fitnh$5ft$1@roch.zetnet.co.uk>
Source record: 80312

On 18 Apr 1999 19:40:16 , David Bolt wrote:
>In article <7fb60b$6sq$2@roch.zetnet.co.uk>, Trevor Spencer
><tcjspencer@zetnet.co.uk> writes
>>
>>Since installing MagiC HD floppy drive A will not save anything except
>>possibly a small file. Switch back to single TOS, no problem.
>>
>>Anybody have any ideas please?
>
>That's because TOS 2.06 sets the floppy seek rate to 6ms which, when
>used with an HD floppy, gets halved to 3ms. Magic, on the other hand,
>defaults to a 3ms seek rate which, when used with an HD floppy, gets
>halved to 1.5ms. This makes it almost impossible to write anything
>beyond the first track. The only way to do anything about this is to
>stick a small program in the auto folder to set the seek rate to 6ms.

Ah so that's the problem. Indeed it did seem to be able to write
something small before going haywire.

>
>If you got the high density upgrade from TUS, there should have been a
>small program on the disc supplied that sets the seek rate to 6ms. If
>you haven't got a copy of it, mail me and I'll send you one that does
>the same thing.

Umm.....Actually TUS did supply the program but I deleted from the Auto
folder as I thought it was no longer needed when putting in MagiC. I
then lost the original disk. I assumed that it was something other than
the TSUDRVA.prg anyway hence the question.

Thanks to everyone for all the help and ideas. (Thanks Kevin for the
program). Just one comment it was very touchy about it's position in
the AUTO folder. First time I put it in the keyboard played up, once
relocated further up everything behaved perfectly.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1254. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <7fitnm$5ft$2@roch.zetnet.co.uk>
Source record: 80313

On 19 Apr 1999 11:01:28 , Krzysztof Maj wrote:
>On Sun 18-04-1999 17:45 (GMT) Michael and Nicole Freeman wrote:
>
>>Well, since we're in the STiNG-upgrading
>>mood now, here's a list of some things I'd like to see done with it:
>>
>> 1. When I run a login.bat file under Geneva/NeoDesk, the
>> Dialer gets "put to sleep" while the program is run. But
>
>[snip...]
>
> 2. *To remove 30 sec delay when sending mail!*

What 30 sec delay?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1255. Re: Question: Recycle midi file to Atari Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <371CFA3C.6FF3864@studio9.demon.co.uk>
Source record: 80314

Hi, I do similarly long-winded things with my PC and Atari - the PC's great for fiddling with samples but I won't let it anywhere near my MIDI setup.

A tempo lock might by a control message at the beginning of the MIDI file. Once imported into Cubase check the 'grid' editor and have a look for any control messages effecting tempo and delete them. Otherwise, eh ... weird!

jim

shimh@clpgh.org wrote:

> Hi all,
>
> I recently acquired a low end powerbook to do Recycle and other sound editing
> programs to use with my MIDI setup based on an ST running Cubase 3.1. I
> usually save my Recycle midi files to a sequencer on the Mac and save on to a
> PC disk then load from this disk to Cubase on the good ol' Atari. Despite the
> long winded process it works great. My only concern is once the files are
> loaded Tempo seems to be locked and any attempts to change it goes back to
> the original tempo. How can I fix or at least work around this problem?
> Thanks.
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

1256. Name Your Price for This Software Title!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: zboy10@aol.com
Message-ID: <19990420182024.12900.00002956@ng118.aol.com>
Source record: 80315

Desperately looking for the game titled A Day At the Races. It is a horse racing game made for the ST. Want one bad enough for you to name your price. Needs to have the original disks and the instruction manual but doesn't need the box. Please email me if you have one you wish to unload.

ZBoy10@aol.com

1257. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7fj4ap$mc4$1@sun27.hrz.tu-darmstadt.de>
Source record: 80316

Hi!

J WILKINSON <jwandjw@ihug.co.nz> wrote:
> Opinion seems to vary as to differences between Java and Javascript. The
> site I am using to learn about Javascript has some very useful examples
> of scripts so that is good (from a learning point of view), but I guess
> the site authors have their own opinions about the similarities/otherwise
> between Java and Javascript.

Well, if you simply check facts and rule out "opinions", you'll see that JavaScript and Java /are/ completely different at the technical level. That doesn't mean that Java Applets and JavaScript cannot performe similar tasks, though, but it's still a bad idea not to distinguish between them. Or would you agree that busses and airplanes are essentially the same, because you can use both to get from, say, Los Angeles to Dallas?

For Java, you need a "Virtual Machine" that interprets (some also do a on-the-fly translation to the native machine language of the computer the Java code is running on) the compiled Java programs (the so-called bytecode). This eats a lot of CPU power, so one shouldn't expect accetable performance of Java programs or applets on Ataris with less than a 68040/33. Furthermore, (AFAIK) noone has yet ported the AWT and its successors, which effectively means that there's no way to use Java stuff that uses windows and dialogs.

For JavaScript, you'll just need an ASCII-based code interpreter, not a complete virtual machine. Thus, JavaScript (or ECMA Script, as the standard is (going to be) named to stop it from being confused with Java all the time) requieres less computer power, but is limited to being used in websites for stuff like online-checking of fields in forms (which is OK as long as the form works without it, too), or for more annoying things like these windows with banners that open from time to time when you visit certain sites.

For those who want to get more - erm - details: Post the question "Java and JavaScript are essentially the same, right?" to either comp.languages.java or comp.languages.javascript ...

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1258. Re: MagiC

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <lw8T2.10545$5p5.9303@news1.telusplanet.net>
Source record: 80317

> any u guys know where the demo for it is ?

If you mean a demo of the Atari version, there is none :(Only MagiC Mac
and PC have demos available.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1259. Atari ST hardware for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Prince Corum <corum@sasquatch.com>
Message-ID: <7fjcp0$su8$1@news.sasquatch.com>
Source record: 80318

I have an Atari 1040STfm w/1MB RAM and TOS 1.00, an Atari SF314 DSDD FD, two SC1224 RGB monitors (one is cosmetically challenged) and three Atari mice. All of this works just fine, I simply have lost interest in it and hope that someone out there can benefit from it more than I can.

Yes, I will sell particular items seperately, best offers by 4-27-99 will decide.

I also have a spare power brick for a 520ST.

Thanks!
Louis

1260. Atari Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <371CDB11.F1751510@earthlink.net>
Source record: 80319

Is it possible to transfer Atari software that has been ported to a PC
back to an Atari ST?

1261. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <371CC465.C05@geocities.com>
Source record: 80320

```
>I love my Atari because.................
>
>

It was my first computer company, and it's still a lot of fun!

Atari 2600 1978+
Atari 8-bit 1982-1989+
Atari ST 1998-

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

1262. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199904201953.a54943@kr.maus.de>
Source record: 80321

Hi Nicholas!

NB>32Mb. JavaScript maybe, it has been announced as part of Draconis, but
NB>that is still vaporware of the most ethereal kind.

It's no longer vaporware. I've seen it in action in Neuss, a demo should be out
soon. Check out http://www.draconis-pro.de/ ...

Regards,
Jan

1263. Re: ATARI COMPUTING Magazine

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fofa6qmt1@plutonium.compulink.co.uk>
Source record: 80322

AtariMad wrote in message <7etvhb$7he$3@irk.zetnet.co.uk>...
>See you at the show I hope :P
Well, I was pleased to meet you and put another name to a face, thanks for attending, I really enjoyed the event, how about you?

Regards

Joe
http://www.cix.co.uk/~inactive/

1264. Re: Mega 2 ST to a Mac monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fofa6qmt2@plutonium.compulink.co.uk>
Source record: 80323

Steve wrote in message <1dqgl5l.13twcj1pkkwmuN@max01-064.enterprise.net>...
>I use a Formac 17inch monitor on my Power Macintosh and I've *just*
>bought myself a Atari Mega 2 ST (for fifty quid!! :).
>Anyway, can I use this monitor on the Atari?
I doubt you'll be able to use it without a graphic card and suitable
drivers - plus a large helping of luck but...

>Secondly, is it possible to hook this Atari upto my SCART television?
Yes, I have a suitable SCART lead here, which plugs into the mono monitor
socket and displays a rock steady ST-Medium display.

Regards

Joe
http://www.cix.co.uk/~inactive/

1265. Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <7fggol$51h@news.Hawaii.Edu>
Source record: 80359

Greetings,

Does anyone out there have a hard disk installable version of
Dungeon Master or Chaos Strikes Back? I own both of these titles
(actually, multiple copies of each) and would like to play them again,
without some of the hassle if possible.

Thanks!

John

1266. Re: Newsie v0.94

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <ZTQS2.798$3d.193817@news21.ispnews.com>
Source record: 80360

On 19 Apr 1999 21:52:48 , Roger Carr wrote:
>Please could anyone tell me where to download the latest version of
>Newsie from?
>
>Thanx
>
>
>.

http://www.primenet.com/~rojewski/newsie.html

1267. Knightmare by mindscape

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990419214340.27331.00002819@ng-fy1.aol.com>
Source record: 80361

hi,
does anybody have this game for sale???
Atari St version of course.
thanks.

1268. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371BD27F.3E89D882@ihug.co.nz>
Source record: 80362

Hi there,

Uwe Seimet wrote:
>
> Doctor Clu wrote:
>
> > I've been experimenting with Java script off on my Macintosh browser to
>
> I don't understand. JavaScript has nothing at all to do with Java. Java
> and JavaScript are totally different things.

According to a website that I am getting Javascript examples from (to learn
Javascript hopefully!), Java and Javascript are similar in some ways but not
in others. Here is the breakdown of the similarities/differences...

Similarities:
-Javascript supports -most- Java expression syntax...
-Both Java and Javascript cannot write to hard disks...

Differences:
-Javascript does not have strong type checking as Java does, ie...variable type
in Javascript does not need to be declared, Java variable type needs to be
declared...
-Javascript is based on a small number of data types representing numeric, string
and boolean values...
-Javascript code is integrated in the HTML files, and is interpreted (not compiled)
by the client. Java Applets are separate files from the HTML files, and
consist of
compiled bytecodes downloaded from WWW servers and executed...

There we have it. It still doesn't mean much to me but Javascript seems easier
to do
because it doesn't need compiling, just add it to your HTML (means I can
easily make
Javascript on even an ST (Falcon in my case). I still need to borrow Mum and
Dads Mac
to view the Javascript in action tho'... :(

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1269. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <oTSS2.2163$m3.4864@news0.telusplanet.net>
Source record: 80363

```
>I still need to borrow Mum and
> Dads Mac
> to view the Javascript in action tho'... :(

Or you could buy Draconis Pro 1.6 which has a javascript module:)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--
```

1270. TT-keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: <>
Message-ID: <371c09b0.0@news.qnet.com>
Source record: 80364

The__ST__keyboad..is..not..the..same..as..a..TT's.

The..TT..has..a..metal..plate..on..the..backside..with..holes.

Through..these..holes..small..plastic..hooks..grab..onto..the..metal
and..hold..on.

I've..broken..some..of..these..and..now..the..spacebar..and..the..left
side..Shift..does..not..work..I..guess..I'll..have..to..see..if..
best..elec..has..this..plastic..board.

in..the..meantime..i've..gotten..a..1040st..am..setting..it..up..and..will
put..a..text..editor..on..it..and..will..make..my..postings..replys
on..it..and..transfer..them..via..floppy..disk..do..it..the..hard..way!

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1271. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: eparent@reply.here.net
Message-ID: <371c0d99.28450331@207.106.92.52>
Source record: 80365
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

count me.

MY NAME: Eric Parent
LOCATION: Western Mass, USA
COMPUTERS:
400 (2)
800 (2)
1200XL (2)
600XL
800XL (4)
XE System
130XE
520ST
2600 (3)
5200
7800
Lynx
Jaguar
FAVORITES: 8-bit games
Ballblazer
Archon
Computer Ambush
Kennedy Approach

On Mon, 19 Apr 1999 13:22:24 +0200, Andreas Magenheimer
<magea000@mail.uni-mainz.de> wrote:

>Hello folks,
>searching for some Hardcore-Atari-Fanatics, here is one:
>
>MY NAME: Andreas Magenheimer
>LOCATION: Wachenheim, Rheinland-Pfalz, Germany
>E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
>COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
>1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
>FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> b) Tools: all kind of Converters !! (to convert PC
>pics, sounds, texts, etc.)
> c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> - Newies: Asskicker, Vengeance, Raving,...
>EMULATORS: None, I use only the original Atari-8-Bit equipment !!
>MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> Member of A.B.B.U.C. (Germany)
>

>Greetings - Andreas Magenheimer

1272. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHIS.net>
Message-ID: <7fh5egomi1@news2.isdnet.net>
Source record: 80366
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Robert A. Rosenberg a &#65533;crit dans le message <371BB4E6.FD8A6C26@panix.com>...
>I am posting this query for a friend. She has some old Atati ST Single
>Sided disks that she wants/needs to recover the data from (it is pure
>text so the logical format of the data is not an issue). I know that if
>they were Double Sided that they would (supposedly) be readable as
>normal Windows Disks (possibly first requiring that a zap be done to a
>field in the Directory). Does anyone know of a MS-DOS/Windows utility
>that would allow Single Sided Disks to be read (the SS format was not
>supported by MS-DOS so it will not be seen as a native disk unlike the
>DS disks).
>

If you are lucky, an old PC might be able to read them, but the only other
way is to get them read by a real Atari. Try finding someone in your area
who has one and can copy them onto plain DOS disks.

Nicholas
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1273. New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <7fh6ohjpm1@rubens.telebyte.nl>
Source record: 80367

On 18 Apr 1999 12:45:02 , Martin Tarenskeen wrote:
>I downloaded and installed the new STinG version 1.20.
>I tried it with CAB 2.7 and NEWsie 0.94.
>It works, but I don't see much improvement. My computer hangs and
>crashes more than it used to with STinG 1.15. I can hardly click with
>my mouse or close a window without trouble, I have to reboot again
>and again.
>I was quite satisfied with STinG 1.15 and have re-installed this
>version again.
>Why are updates of good working programs hardly ever an improvement ?
>
>I don't need more options, I just need reliability.
>
>I'm using one simple Atari 1040STf with 4MB ram and single tasking
>TOS 1.4. I have the dialer installed as an desktop ACCessory.

I have tried 1.20 again. CAB 2.7 seems to be working a little faster,
NEWSie runs smoothly too - as long as I don't try to return to my
desktop and start another client (I'm working under single-tasking TOS
1.04). Also I can't start NEWSie from within CAB. Just simply quiting
a client and/or hanging up my modem without having to reset my
computer gave me trouble sometimes.
Thus I have reinstalled STinG 1.15 again, and everything is back to
normal.
Still, if STinG 1.20 is a potential improvement then I would like to
benefit from it. Am I doing something wrong? Maybe my single tasking
setup should be replaced by MagiC?

(I hate all those installing procedures. When I first started with the
Atari ST everything was like "userfriendly" is supposed to be: TOS in
ROM, program (set to auto-start in a desktop.inf file) on one single
floppy disk. Disk in drive. Start computer ... and YES ... the program
runs ! 10 years ago Plug&Play REALLY existed !
My brother, a professional musician who nows NOTHING about computers,
operating systems, or installing procedures still uses CUBASE this
way. It's the only thing he needs. He doesn't even know how the Atari
desktop works - he never sees it..)
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
****

1274. Re: CPX to CP?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7fh9n3$vv7$1@roch.zetnet.co.uk>
Source record: 80368

On 19 Apr 1999 10:22:21 , "Chris Rupert" wrote:

>I'm using an STf and am trying to have a CPX program boot up automatically
>by placing it in the AUTO folder. It's been a while since I've done this,
>and I can't remember what to do. Does the CPX extension have to be changed
>to something else?

No, no!! You need to have a proper CPX-handler to deal with these. You
can try XCONTROL, ZCONTROL, COPS or even FREEDOM2.

CPXs are not like AUTO-progs - they are more like ACCs.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1275. Re: msa files

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7fh9n4$vv7$2@roch.zetnet.co.uk>
Source record: 80369

On 19 Apr 1999 18:27:51 , Steve wrote:

>What are the better web/ftp sites to download ST utils/PD/demos/etc?

Try ftp.funet.fi /pub/atari/

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1276. Re: Anyone using this hard drive on a F

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fhaat$29l56@news.ajou.ac.kr>
Source record: 80370

```
On 19 Apr 1999 08:42:10 , Uwe Seimet wrote:
>Phantomm wrote:
>
>> I never did send in my HD Driver registration card.
>
>There are no registration cards for the versions distributed directly by
>me. There might be registration cards for the versions distributed by
>System Solutions. In this case you have to send your card to Systeom
>Solutions. Or, if you want me to send you an update, you have to send me
>the update fee with your original floppy disk (once) in order to become
>a registered user.
>
>--
>-----------------------------------------------------------------------
> Dr. Uwe Seimet | I really hate this damned machine,
> | I wish that they would sell it.
>Internet: us@ooc.de | It never does that what I mean
> MausNet: Uwe Seimet @ KA2 | but only what I tell it.
> WWW: http://acp5.chemie.uni-kl.de/seimet/index.html
>.
```

1277. STinG and Modem Connection Speeds

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fhab9$29l57@news.ajou.ac.kr>
Source record: 80371

Ever since I upgraded to a 56K Modem. I have been wondering
if I am getting the most speed out of it.

Well the other day I changed my Dial Script in STinG to allow
the modem to ISP connection speed to be shown.
And much to my suprise most of the time I am getting
connected at 24000, every now and then I'll get a
26400 connection. This does not seem right. I'm thinking
I should be getting at least a 38400 connection or better
with a 56K modem on a Falcon. Maybe not?

Any way the modem is a Hayes Accura Speaker Phone 56K-Flex modem
and the ISP also suppose to use K-Flex.

Is there sometype of Universal Modem Commands that I could turn
something On or Off on this modem that may help get a faster
connection?

I've not messed around with modem commands that much since
I use to turn the Flow Control off of a Good Ole Zoom 14.4
modem to allow it to work at 19200 on a ICD Multi I/O
equipped Atari 8-bit.

I did get a list of the AT commands and etc. off of Hayes Web
Site. One of the reasons I bought this modem was at the time
Hayes had a very good rebate offer on it.

Well, I never got my Rebate back and the last time I checked
Hayes Web Page they had filed for Bankruptcy. That Figures :/

phantomm@kih.net

1278. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <zKTFIfAENDH3EwKN@steverosie.demon.co.uk>
Source record: 80372
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <371BB4E6.FD8A6C26@panix.com>, Robert A. Rosenberg
<hal9001@panix.com> writes
>I am posting this query for a friend. She has some old Atati ST Single
>Sided disks that she wants/needs to recover the data from (it is pure
>text so the logical format of the data is not an issue). I know that if
>they were Double Sided that they would (supposedly) be readable as
>normal Windows Disks (possibly first requiring that a zap be done to a
>field in the Directory). Does anyone know of a MS-DOS/Windows utility
>that would allow Single Sided Disks to be read (the SS format was not
>supported by MS-DOS so it will not be seen as a native disk unlike the
>DS disks).

Hi

I use a program called DC Format v3, to add the MS-DOS bits on any disk
from my ST's. Windoze can't seem to format single sided, but can read
one.

Actually using CD Format you can have use an extended format and the PC
should still be able to read it; as long as you make it MS-DOS
compatible;)

I can do it for you, taking for granted you are in the UK, and not
Kathmandu;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1279. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: "Vidar \"Hawk\" Olavesen" <olavese@online.no>
Message-ID: <01be8b05$5ecdde40$62364382@vidar>
Source record: 80373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I would like to be added too
Name : Vidar Olavesen (Call myself Hawk of Pokey Soft)
email : olavese@online.no or hawk@nmi.no
Computers
800 one NTSC and one PAL
800XL 3 PAL
130XE 2 PAL (one with omnimon) and one 320Kb NTSC
400 NTSC
600XL NTSC w/64Kb add-on
XEGS 2 PAL complete, one PAL unit only (no keyboard)
520STe 4Mb
Falcon 030
Mega ST2
Jaguar 2 NTSC, 2 PAL (one with Jaguar Server)
Lynx 2
Lynx II 2
1200XL 2 NTSC (of course) one with a key missing
1050 drives 4 or 5 I think
1050 DTI drive
Indus GT
XF-551
65XE NTSC
5200 two 4-ports and two 2-ports
7800 PAL
7800 NTSC
2600 2 NTSC
2600 2 PAL
2 MIO's

well there's more, but I can't remember right now

Jason Anderson <Jason@datascan-inc.com> wrote in article
<371BE7B6.8BA7CB02@datascan-inc.com>...
> Put me on the list too.
>
> MY NAME: Jason Anderson
> LOCATION: California USA
> E-MAIL ADDRESS: jason@datascan-inc.com
> COMPUTER TYPES: All systems are in Pristine shape,
> 400,410, 420:
> 600xl,800,800xl(64k),800(48k),810,820,850,1010,1020,1050,XGES,1200xl and
> rare XE, 1050,
> Koala Pad, Numerous Joystics and 115 carts so far. Tons of floppies. New
> 1040STf and 1224c monitor.SIO2PC

>
> FAVORITES: Caverns of Mars, Bruce Lee by DataSoft and Robotron 2048
> EMULATORS: They suck, get the real thing!!!
>
> Jason
> Mr.3DFX
>
> Andreas Magenheimer wrote:
>
> > Hello folks,
> > searching for some Hardcore-Atari-Fanatics, here is one:
> >
> > MY NAME: Andreas Magenheimer
> > LOCATION: Wachenheim, Rheinland-Pfalz, Germany
> > E-MAIL ADDRESS: magea000@mail.uni-mainz.de (University of Mainz)
> > COMPUTER TYPES: 800XL, 800XE, XEGS, Jaguar, VCS 7800, 2 Floppy drives
> > 1050 both with Speedy, 1 XF551, 1 XF351, 1010, XC11;
> > FAVOURITES: a) Games: Montezumas Revenge, Archon, Deimos, Rockford,...
> > b) Tools: all kind of Converters !! (to convert PC
> > pics, sounds, texts, etc.)
> > c) Demos: - Oldies: Video Blitz, Shiny Bubbles, ...
> > - Newies: Asskicker, Vengeance, Raving,...
> > EMULATORS: None, I use only the original Atari-8-Bit equipment !!
> > MEMBERSHIP/USER-GROUP: Member of South-West-Atari-Team, Germany (SWAT)
> > Member of A.B.B.U.C. (Germany)
> >
> > Greetings - Andreas Magenheimer
>
>

1280. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <371C3716.6FE8@ooc.de>
Source record: 80374

J WILKINSON wrote:

> According to a website that I am getting Javascript examples from (to learn
> Javascript hopefully!), Java and Javascript are similar in some ways but not
> in others. Here is the breakdown of the similarities/differences...
>
> Similarities:
> -Javascript supports -most- Java expression syntax...
> -Both Java and Javascript cannot write to hard disks..

This is wrong. Of course a Java application can.write to hard disks. An
applet can't, a normal Java application can.

This web site doesn't seem to be very useful. The differences between
Java and Javascript have already been explained here and are tremendous.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1281. MagiCPC and Atari harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Paal Monstad <pmonstad@online.no>
Message-ID: <1GXS2.92$PT5.233@news1.online.no>
Source record: 80375

I have now installed MagiC PC 6.1 on my PC. I have a 1 GB SCSI harddisk full of Atari stuff, and I want to use the disk on my PC. The PC has an Adaptec 1940UW SCSI adapter. Can I read the Atari disk from the PC? The Atari disk is formatted with HDDriver 7.x.

P�l Monstad

1282. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371C4E85.9D1E4339@directprovider.REMOVETHECAPITALS.net>
Source record: 80376

"James R. Saleeby" a ï¿½crit :
>
> easy to add memory to the 520stfm (the 520 with the built in disk
> drive????)

No it's very difficult to upgrade. Requires soldering and an expensive
upgrade board

> e-mail please thank you sfpu@scfn.thpl.lib.fl.us

NO! Newsgroups are not a write-only media. If you can't be bothered to
come back to read the answers, then don't post.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1283. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371C4E14.386E1BC7@directprovider.REMOVETHECAPITALS.net>
Source record: 80377

Chris Swinson a ï¿½crit :
>
> HI gang,
>
> I've had enough of my Pc on the net and are getting kitted out with My
> Falcon. I have a few ?'s if anyone can help....
>
> 1) I've teseted HTML pages in CAB and all seams ok, but will cab support
> the AVI's and animated Gifs ?

Avi's with aniplayer, but I don't think they'll be embedded. Gifs will
be fine.

> 2) will CAB support the Realaudio net sites such as discjockey.com ? (or
> .ra formats)

Nope. There is no .ra decoder for the Atari, partly because the spec is
not published.

> 3) what about Java and all that for CAB ?

No. Never. Don't even dream about Java on anything less than an 060 with
32Mb. JavaScript maybe, it has been announced as part of Draconis, but
that is still vaporware of the most ethereal kind.

> If anones out there using CAB, who has used or is using a PC for the net,
> what problems do you encounter and what do you think of CAB ?

1.5 is sloooow. Printing is out of question, and there is no support for
frames. CAB 2.7 speeds things up a bit, has some neat little modules and
supports frames.

> I'm going to get online on my Atari anyways, but I would like to know the
> few ?'s I have.
>
> Please mail me direct, thanks

Nope. Sorry.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1284. Re: Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371C4F10.976D8CCC@directprovider.REMOVETHECAPITALS.net>
Source record: 80378

```
John Perez a ï¿½crit :
>
> Greetings,
>
> Does anyone out there have a hard disk installable version of
> Dungeon Master or Chaos Strikes Back? I own both of these titles
> (actually, multiple copies of each) and would like to play them again,
> without some of the hassle if possible.
>

No, the disk protection was too tricky to work around.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1285. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7fhhja$9ej$1@feresa.bio.vu.nl>
Source record: 80379
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I was wondering...
What's the deal with the pins on the 68882?
Most of these seem to have the pins below the chip. OK, I can understand
that, it's easier to plug in, harder to destroy and looks niver as well.
But the FPU-socket in the Falcon seems to be made for chips with the pins
coming from the side. Why? Is this for 68881 compatibility?
Coz' it seems to be almost impossible to get a (second hand) 68882 FPU
that will fit into the bloody socket!

-=LvZ

1286. Re: magic and HD floppy drive

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7fhma8tv1@roch.zetnet.co.uk>
Source record: 80380

glad to hear that the TUS drive a patch solved the problem,I'm always
amazed at some of the "advise" offered on here like "it is probably
something somewhere but I can't remember what!!" and some of the Heath
Robinson type hardware kludge ups that people
have in their computers

1287. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <371C624E.E7C0BFAB@ix.netcom.com>
Source record: 80381
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

mr_maddog@my-dejanews.com wrote:
>
> Well put me in for being a harcore Atarian :)
>
> NAME: Eric Noss
> LOCATION: Wilkes-Barre PA
> E-MAIL ADDRESS: mr_maddog@my-dejanews.com
> COMPUTER TYPES: VCS 2600 (Well it's still an Atari)
> 130XE w/ 1050 drive
> 800XL
> 800 (Orignial)
> 1040 STe (4 megs)
> PC (soon to run Linux)
>
> EMULATORS: Atari800Win, PacifiST (I like the 8-bit one much better),
> and APE (coming soon)
> MEMBERSHIP/USER-GROUP: Former member of Scranton Area Atari User Group
> (SAAUG) - now defunct
>
> I've enjoy using Atari computers and game systems as long as I can remeber and
> trying to find ways to turn my PC into an all-in-one Atari :)
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
> -----------== Posted via Deja News, The Discussion Network ==----------
> http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

Well I guess I could be considered one too.

NAME: Bob Ely
LOCATION: Trenton, NJ
E-MAIL ADDRESS: Pick one from below.
COMPUTER TYPES: 2-130XE, 1-1200XL, 1-800XL, 1-800 and 1-400
2-XF551, 1-Rana
1256K MI/O, BASIC XL & XE, SpartaDOS X, MAC65, Action! and a whole
bunch more!!!
I also have Atari800Win, PC Xformer 95, A.P.E. SIO2PC and more.

I've been into Atari 8-bit systems since 1982 when I was selling them.
I bought my first 800XL in January 1983. I've been a member if the
Jersey Atari Computer Society for many years. (JACS BBS (609) 346-1224)
JACS Web Site http://users.snip.net/~mhop/ . I also frequent this ng.

--
Robert S Ely
rsely@dhs.state.nj.us
rely@ix.netcom.com
ICQ# 33390750

1288. HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <7fhp57$6n2$1@rubens.telebyte.nl>
Source record: 80382

When I start up my ST and Harddisk, the ST only recognizes the
Harddisk after a reset. This is an old problem, and I think there is an
autofolder program that lets the ST wait until the harddisk is ready,
to solve this (little) problem. Does anyone now the name of this
autofolder program, and/or an URL where I can download it ?

****
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
****

1289. Question: Recycle midi file to Atari Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <7fhtfn$gv1$1@nnrp1.dejanews.com>
Source record: 80383

Hi all,

I recently acquired a low end powerbook to do Recycle and other sound editing programs to use with my MIDI setup based on an ST running Cubase 3.1. I usually save my Recycle midi files to a sequencer on the Mac and save on to a PC disk then load from this disk to Cubase on the good ol' Atari. Despite the long winded process it works great. My only concern is once the files are loaded Tempo seems to be locked and any attempts to change it goes back to the original tempo. How can I fix or at least work around this problem? Thanks.

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1290. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <371C6B44.8C5F8D7F@cyou.com>
Source record: 80384

It depends on the upgrade board. Mine required no soldering that I can
remember... it was just a push-in board that let me use up to 4-1 Meg
SIMMS.

Nicholas Bales wrote:
>
> "James R. Saleeby" a ï¿½crit :
> >
> > easy to add memory to the 520stfm (the 520 with the built in disk
> > drive????)
>
> No it's very difficult to upgrade. Requires soldering and an expensive
> upgrade board
>
> > e-mail please thank you sfpu@scfn.thpl.lib.fl.us
>
> NO! Newsgroups are not a write-only media. If you can't be bothered to
> come back to read the answers, then don't post.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

--
Larry Richardson
larryr@cyou.com

1291. FS: Atari ST books and software

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <371C6C25.1B97B962@cyou.com>
Source record: 80385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

I have the following items for sale. Prices do not include shipping
from Florida (buyer pays shipping). US postal money orders only
please. Email any reasonable offers to larryr@cyou.com.

Software

Stalker 3 (Box & Docs) $ 7
Thunder, Batteries Included (Docs) $ 3
Mark Williams C (Docs) $10
GFA Draft (Docs) $ 5
EZ Track Plus (Docs) $ 7

Books - All $10 each

Programmer's Guide to GEM - Sybex
CManship Complete - Clayton Walnum (with Disk)

Abacus Books - All $10 each

#2 Atari ST Internals
#3 Atari ST GEM Programmer's Reference
#5 Atari ST Tricks & Tips (with Disk)
#6 Atari ST Graphics and Sound
#7 Atari ST Logo User's Guide

--
Larry Richardson
larryr@cyou.com

1292. Re: TT-keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <qeCDdLABRHH3EwI$@steverosie.demon.co.uk>
Source record: 80386

In article <371c09b0.0@news.qnet.com>, Slc.Dennis Bishop
<starlord@?.com> writes
> The__ST__keyboad..is..not..the..same..as..a..TT's.
>
>The..TT..has..a..metal..plate..on..the..backside..with..holes.
>
>Through..these..holes..small..plastic..hooks..grab..onto..the..metal
>and..hold..on.
>
>I've..broken..some..of..these..and..now..the..spacebar..and..the..left
>side..Shift..does..not..work..I..guess..I'll..have..to..see..if..
>best..elec..has..this..plastic..board.
>
>in..the..meantime..i've..gotten..a..1040st..am..setting..it..up..and..will
>put..a..text..editor..on..it..and..will..make..my..postings..replys
>on..it..and..transfer..them..via..floppy..disk..do..it..the..hard..way!

I think they must be totally different to the ST's keyboard:(

Just a thought that should get you through a while would be to use a
clip from the LEAST used keys; e.g. from your number pad keys! At least
you should be able use a space.

If I come across a keyboard I'll let you know;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1293. Is it Possible, Again!

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <vRZyuZAtQIH3EwYw@steverosie.demon.co.uk>
Source record: 80387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'm after some more info;)

I know on ST's it's possible to have switch between two TOS's; e.g. 2.06
& 1.62.... Is it possible to do the same with the Mega STE's so that it
can be run under 1.63 etc...

If so where do I get the upgrade from?

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
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Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1294. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371C8974.ABFAD178@studio9.demon.co.uk>
Source record: 80388
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

will fpu improve speed of CAF?
jim

Levien van Zon wrote:

> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

1295. Re: MagiCPC and Atari harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <7fi1ti$1q6$1@roch.zetnet.co.uk>
Source record: 80389

Paal Monstad wrote in message <1GXS2.92$PT5.233@news1.online.no>...
>I have now installed MagiC PC 6.1 on my PC. I have a 1 GB SCSI harddisk
full
>of Atari stuff, and I want to use the disk on my PC. The PC has an
Adaptec
>1940UW SCSI adapter. Can I read the Atari disk from the PC? The Atari
disk
>is formatted with HDDriver 7.x.
>
>P&#65533;l Monstad

it depends what option you used to partition it but just plug it in and
see , I have a scsi partitioned with HD Driver that I use on both the PC
and a Falcon with no problems

Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1296. Re: CAB ?'s (Draconis)

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: sacha81@my-dejanews.com
Message-ID: <7fic13$1l4$1@nnrp1.dejanews.com>
Source record: 80390

In article <371C4E14.386E1BC7@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

> > 3) what about Java and all that for CAB ?
>
> No. Never. Don't even dream about Java on anything less than an 060 with
> 32Mb. JavaScript maybe, it has been announced as part of Draconis, but
> that is still vaporware of the most ethereal kind.

I need to tell you that Javascript in Draconis is a reality since the last
so-called "Atari-Messe" (Atari-Show) at Neuss.
This means you could buy a javascript-capable browser since 10.4.1999.

Greetings

Sacha / Stefan
(members of the Draconis Team)

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1297. FOR SALE:atari,monitor,sequencer,etc

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Philip <philipjbell@my-dejanews.com>
Message-ID: <7ficas$1qm$1@nnrp1.dejanews.com>
Source record: 80391

Hello I have a new notebook pc and would like(need)to sell my Atari stuff to pay for it.If you would like to buy any of the following please send me a email(philipjbell@my-dejanews.com)

Atari 1040ste 1meg
sm144 black and white monitor
Notator SL sequencer
sound diver,sound library/editor
Roland CM32L LA sound module
Yamaha mt3x four track
Fender stratocaster plus with a Shadow midi pick-up

Thank You

Philip

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1298. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: "Robert A. Rosenberg" <hal9001@panix.com>
Message-ID: <371CA270.C1E3C31A@panix.com>
Source record: 80392
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Steve Stupple wrote:

> In article <371BB4E6.FD8A6C26@panix.com>, Robert A. Rosenberg
> <hal9001@panix.com> writes
> >I am posting this query for a friend. She has some old Atati ST Single
> >Sided disks that she wants/needs to recover the data from (it is pure
> >text so the logical format of the data is not an issue). I know that if
> >they were Double Sided that they would (supposedly) be readable as
> >normal Windows Disks (possibly first requiring that a zap be done to a
> >field in the Directory). Does anyone know of a MS-DOS/Windows utility
> >that would allow Single Sided Disks to be read (the SS format was not
> >supported by MS-DOS so it will not be seen as a native disk unlike the
> >DS disks).
>
> Hi
>
> I use a program called DC Format v3, to add the MS-DOS bits on any disk
> from my ST's. Windoze can't seem to format single sided, but can read
> one.
>

If this is an ST program where can I get it. While not a Windoze utility it will probably solve her problem (she is now using a WinTel computer and does not know if her old ST is still usable). If it is still usable, just Zapping the Disks will save lots of time in trying to read them and then trying to port them to the WinTel by Email [or ZMODEM via a Null Modem Cable].

>
> Actually using CD Format you can have use an extended format and the PC
> should still be able to read it; as long as you make it MS-DOS
> compatible;)
>
> I can do it for you, taking for granted you are in the UK, and not
> Kathmandu;)

I'm in the NYC area and she is in Tennessee (both in the USA on the west side of the "little pond").

>
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>

> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1299. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904201215190.109-100000@tampa1-021.southeast.net>
Source record: 80393

On Tue, 20 Apr 1999, Nicholas Bales wrote:
>
> Chris Swinson a crit :
> >
> > HI gang,
> >
> > I've had enough of my Pc on the net and are getting kitted out with My
> > Falcon. I have a few ?'s if anyone can help....
> >
> > 1) I've teseted HTML pages in CAB and all seams ok, but will cab support
> > the AVI's and animated Gifs ?
>
> Avi's with aniplayer, but I don't think they'll be embedded. Gifs will
> be fine.
aniplayer with CAB and olga will get you the video embedded, But never got
it to work. But it is supposed to work. Has anyone got it?

```
> > 2) will CAB support the Realaudio net sites such as discjockey.com ? ( or
> > .ra formats )
>
> Nope. There is no .ra decoder for the Atari, partly because the spec is
> not published.
No, again, there are 2 players. Aniplayer whch does 14k ra and 28k ra.
Also, ra_player for MiNT, using the audio xdd
```

1300. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-20 00:00:00 UTC
From: Steve Goldfein <steveg@NOSPAM.amdocs.com>
Message-ID: <924618844.619601@speedy>
Source record: 80394

IIRC, there was a program that you put in the auto folder on a floppy disk called coldboot or reboot, that would pause for like 30 seconds then reboot the computer.

Another option is to turn on the HD first, then the floppy drive then the monitor then count to 5 and then the computer.

Martin Tarenskeen <mt--------@telebyte.nl> wrote in message news:7fhp57$6n2$1@rubens.telebyte.nl...
> When I start up my ST and Harddisk, the ST only recognizes the
> Harddisk after a reset. This is an old problem, and I think there is an
> autofolder program that lets the ST wait until the harddisk is ready,
> to solve this (little) problem. Does anyone now the name of this
> autofolder program, and/or an URL where I can download it ?
> **
> * That's it folks ! *
> * *
> * Martin Tarenskeen *
> * e-mail: mt--------@telebyte.nl *
> * (Remove -------- from e-mail address before sending me any mail) *
> * Homepage: http://www.telebyte.nl/~mt *
> **

1301. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371d91c2201d79d0@holleman.demon.nl>
Source record: 80245

on Wed 21-04-1999 09:46 Nicholas Bales wrote:

>
>What is the most widespread newsreader around. I'm pretty fed up with
>using Outlook Express at home. If only I could find an Atari
>mail/newsreader that would:
>
>-Include both mail AND news
>-Have ISO 8859-X character mapping (Newsie doesn't)
>-Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
>Netscape can't seem to do this).
>
>I tried installing Okami a while back, but finally gave up and decided
>to wait until I got MiNT installed, as all the config files seem to be
>made for a MiNT filesystem. Would it allow downloading of everything in
>one click ?
>
>What I want is to launch something then go and have breakfast while
>STinG would connect, download mail, download newsgroups and then
>disconnect. Can a STinG script do this with Newswatch and Popwatch ?
>
>What about Amail, Mymail, Firenews, etc... ?
>

Nick,

Okami's not only for Mint systems. Tho' the config files have a lot of
stuff related to Unix-style systems, it runs perfectly on MagiC and I
guess TOS or whatever OS.
What U want is how I used to run Semper: leave it idling/running and the
whole process of connecting, fetching, importing, exporting, crunching
went automatic. It was set to connect twice daily, one time at 0400 hrs
and the second time at 1800 hrs. I only had to open the reader to read the
stuff... :-) alrite, write the replies too...

Now the Sting bunch is another story: it could be possible with script or
batchfiles, dunno, I'm not into that kinda bizness too well myself.
As far as Popwatch is concerned: you first have to select what mail you
want to fetch, so there's problem nr. 1.
Maybe Okami can be set to do a lot of stuff automated, it does handle ISO
8859x stuff, but again I'm not sure about "automated functionality".

FireNews problem is that it can't handle UUE and MIME stuff.

Amail problem is that it can't handle *selected* mail.

MyMail can be set to retrieve all mail, but can it do it automated?

Sofar I'm real happy with Okami, I need to launch it manually, also launch Newswatch and Popwatch manually, they both need clicks to get to work and I have to be there and issue the "clicks" :-)

I use it for news and mail, it's perfectly doing its job and I use Newsie only for online newshandling, like binary groups. It does that perfect too.

As long as aMail can't handle selected mail it's out of the question for me. Same with FireNews as long as it can't handle UUE/MIME. I use MyMail occasionally just to evaluate it during its evolution :-)

What you want is something I would like also, but I figure we're a long way from that kind of options...

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1302. Re: Atari Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371DA364.CECBF800@studio9.demon.co.uk>
Source record: 80246

yup, you need a herd of commercial programmers with the following CVs

intel chip series assembler,
C/C++ under DOS/Win 3.x/Win 9x,
motorola chip series assembler
C/C++ under TOS/GEM, MultiTOS, MagiC
a willingness to work for little or no money

;)

perhaps you mean Atari software ported to a PC based TOS/GEM emulator? In which case yes, save out software to an IBM formatted 720k floppy within the emulator environment.

Or?

Atari software you've downloaded from the net on a PC. Same again just copy from PC's hard drive to IBM formatted 720k floppy (or Zip formatted under HD Driver, which creates a TOS/DOS compatible disk). Careful tho as I've had problems with encoding. Under Windows it's best to do a shift and left click on link to save it - that way straight to your hard drive and Netscape/IE wont mangle it.

jim

sheercon wrote:

> Is it possible to transfer Atari software that has been ported to a PC
> back to an Atari ST?

1303. Let's exchange our Sharewares !

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Jean LUSETTI <j-lusetti@pacwan.fr>
Message-ID: <7fk9t5nju2@news4.isdnet.net>
Source record: 80247

Hi everybody !

Like me, perhaps you use some Sharewares but you don't think it's worth a registration.
Like me again, perhaps you are the author of such a Shareware.

Here comes the idea:
Let's exchange our registrations !

I've already done that with Thomas BINDER, the author of Thing. He said that even if he won't use very much VISION, he agrees the principle of the exchange.

So I propose to every Shareware author who is interested by VISION to simply exchange a VISION registration key with a key for his own Shareware.
This exchange, let's name it SharewareExchange, can follow this rules:

1. Every Shareware author can propose to every other Shareware author such a SharewareExchange
2. Every Shareware author can refuse such a SharewareExchange
3. To proceed the exchange, we can adopt such principles:
[1] A, an author of a Shareware proposes to B a SharewareExchange
[2] If B is interested, he send his agrement to B
[3] A send his registration key to B
[4] B send his registration key to A
4. The SharewareExchange is normaly valid only for the current versions of the two Sharewares. But the philosphy of the SharewareExchange recommends that it is also valid for future versions. Each author can send or ask for the new key. Please note that this is not an obligation but only a recommendation.

Some comments:
1. --> Seems to be basic !
2. --> Logical ! If B is not interested by the other Shareware or if he think this is bullshit, he can refuse ! The prices of the two Sharewares may also be VERY different... But note that the SharewareExchange is more based on an exchange of persons who want to share softwares than on a money exchange.
3. --> All these responses and proposals can be done via E-Mail
Note that B can send his registration key at step [2], if he has sufficient trust in A.
4. --> Of course, if one of the two Sharewares ends, the other author is free to stop or continue sending him new versions.

If this works well, we may create a SharewareExchange WebRing, and why not propose to exchange Sharewares between other machines.

Ok, that's all, thanks you for reading. I hope I was clear !
I promise to study every proposal.

See you, Jean
E-Mail : j-lusetti@pacwan.fr
jlusetti@multimania.com
WEB Site : http://www.multimania.com/jlusetti

1304. Re: Name Your Price for This Software Title!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hrb5o.bfi.mlake@melake.erols.com>
Source record: 80248

>>Desperately looking for the game titled A Day At the Races. It is a horse
>>racing game made for the ST. Want one bad enough for you to name your price.
>>Needs to have the original disks and the instruction manual but doesn't need
>>the box. Please email me if you have one you wish to unload.

>I know this one, published buy RED ('There's always a rate in Atari')
>Rat;), I can't remember if they did an ST version or not! I've never
>come across it on the ST on the 8-bit!

"A Day at the Races" (ADAR) was done by a company named TEAM Software
which is defunct now. ADAR was only done for the ST line of Atari
microcomputers.

ADAR is now offered as shareware and should be obtainable at
Atari archives as well as http://melake.erols.com/~atari or
ftp://melake.erols.com/pub/Atari

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1305. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990421140800.14427A-100000@hal.fishpool.com>
Source record: 80249

Atari's own program was NoRoach. It writes a special bootsector on your
bootfloppy that blinks a Roach (or any icon you loaded) at bootup. It's
found at UMICH, among other places.

On Wed, 21 Apr 1999, Joe M. Villarreal wrote:

> On 20 Apr 1999 11:41:27 , Martin Tarenskeen wrote:
> >When I start up my ST and Harddisk, the ST only recognizes the
> >Harddisk after a reset. This is an old problem, and I think there is an
> >autofolder program that lets the ST wait until the harddisk is ready,
> >to solve this (little) problem. Does anyone now the name of this
> >autofolder program, and/or an URL where I can download it ?
>
> The name of the program is Silkboot 3 by Mark Slagell. I have seen the
> program on different ftp sites, but can't remember a specific site. Check the
> Atari Archives at the University of Michigan. I know for a fact that it's
> available on Delphi in the Atari Advantage database.
>
> If you can't find it send me e-mail at: villarreal@delphi.com, and I'll
> e-mail it to you.
>
>

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

1306. Re: HELP: Connection Of Falcon - JAM8 - FDI - CAF2.06

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: escaisey@hotmail.com
Message-ID: <371dcf15.84056322@news.northrock.bm>
Source record: 80250

Thanks for the information.

Thanks for the information.

Roger at Line Audio was very helpful with this problem.

I have a few questions concerning the Soundpool board exchange:

Did they give you a brand new board or did they just upgrade the old
FDI board?

Did you have to send your board first,or did they send you their board
first? 6 weeks is a long time.

Roger at Line Audio said the reason why the JAM 8 does not produce any
sound is because of the termination resistors that are just below the
DSP port.

He said it places too much of a load on the DSP circuit,and in return
causes the JAM 8 outputs to either be swapped randomly or to not sound
at all.

He also said to be careful with the upgrade because,
you are not guarenteed to have the termination resistors removed,so
the Audio out problem with the JAM 8 may still be there.
The newer Soundpool SPDIF units do not have termination resistors next
to the DSPport.

It seems like Soundpool designed their unit to only work with the
FA8/FA4 units.They kept recommending that I buy their 8/4 output unit
to rectify this problem.I probably would have if it had balanced outs.

Thanks for your Help

Sean

escaisey@northrock.bm
escaisey@hotmail.com

On Fri, 16 Apr 1999 16:47:03 GMT, keynet@my-dejanews.com wrote:

>Some bad news, that upgrade chip is no longer available. After much dialoge
>with soundpool it turned out the only solution was to do a board exchange. I
>just got mine back this week, the total round trip was almost 6 weeks from
>OR. US by post. The cost was $100 to Soundpool for the board and mailing and
>about $12 for my mailing cost.- caio - daniel In article
><37040252.5A87514F@earthlink.net>, Particle Salad <psalad@earthlink.net>
>wrote:
>

>> Your problem is simple.. I had problems with the JAM-8 out and Steinberg
>> FDI as well, and they were solved by purchasing a replacement chip for the
>> FDI from SoundPool for 20 bit compatibility. It was around $10USD from
>> (the late) Computer Direct, but I'm sure SoundPool will deal directly with
>> you.
>>
>> It was pretty easy to install if you're OK with a soldering iron.
>>
>> -Mark
>>
>> esc wrote:
>>
>> > I need some help with a problem that I have with my Falcon,CAF
>> > 2.06,FDI,& JAM8.
>> > I have one of the original 18bit JAM8 and the Steinberg FDI
>> > interface,which was made
>> > by Soundpool.
>> >
>> > When I connect my FDI to My JAM 8 And boot up CAF 2.06 the FDI cuts
>> > out the Audio
>> > signal from the JAM 8.But,I can get the digital out from the FDI to
>> > send a signal to my MD player.When I use the Optical Input on the FDI
>> > I get a very harsh white noise sound
>> > with no audio.
>> > Once when I loaded CAF I got one channel from the JAM 8 to work but
>> > the others
>> > did not.I still had a problem with the optical input of the FDI.
>> >
>> > When I attach the Cubase Audio Clock Cartridge to the JAM 8 everything
>> > works fine.The Audio is nice and clean coming out of the Jam 8.But of
>> > course I have to use the Falcon's mic input jack to record.
>> >
>> > When I attach the FDI to the falcon by itself I can send audio out
>> > through the
>> > optical out jack of the FDI to opitical in jack on my Sony MD player
>> > okay.
>> >
>> > When I try to send a signal into the Falcon through the FDI optical
>> > jack all I get
>> > is a harsh white noise.Do You have any Idea what is causing this?
>> >
>> > I do not have any digital gear with coaxial connections so I cannot
>> > test these
>> > inputs and outputs.
>> >
>> > Also,Does anyone have a Def.ALL song file for Cubase Audio that I
>> > could use that
>> > has the best hardware and Mixer map settings,If so,can you e-mail it
>> > to me?
>> > (I'm not sure if I have the correct settings in the Audio Hardware

```
>> > section.)
>> >
>> > Does Soundpool update the FDI int.PRG?I was wondering if this has
>> > anything to do
>> > with the FDI not functioning properly.
>> >
>> > Thanks!
>> >
>> > Sean
>> >
>> > escaisey@hotmail.com
>>
>> --
>> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>> Particle Salad/ Noom Room Studio
>> http://home.earthlink.net/~psalad
>>
>> ~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^*~^
>>
>>
>
>
>-----------== Posted via Deja News, The Discussion Network ==----------
>http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own
```

1307. STOS

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fkk37lmj1@news7.svr.pol.co.uk>
Source record: 80251

Does anyone know where I can download a copy of the game "Bullet Train"
which came with some copies of STOS, as it did not come with my copy, and I
want to see it.

Andi.

1308. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <371dd77c4c4980@gelrevision.nl>
Source record: 80252

on Wed 21-04-1999 08:18 Louis wrote:

[SNAP]
Strange all those problems with Sting 1.20. After a (recursive)
backup of the old setup I replaced all the old files by the new
ones. Only had to change the serial CPX (speed/port) setup . It took
my aprox. 10 minutes to get back on the net with this new setup in
spite of not being a computerwizzard ;-). Oops I almost forgot: I had
to rename the dialer prg from dialer.acc (as I happen to use it that
way ;-) to dialer.app after noticing it could only be run once as an
ACC.
I believe we have almost the same TT setup (MagiC 5.04 Thing, Okami
Newswatch, Popwatch and NVDI 4.1) it must be Freedom or something. I
use Cops. As for the results:
Newswatch: CPS approx 3600, was 3100
Cab 2.5 : seems to be a little bit faster
Aftp download not to much difference.

SU Bram

1309. Re: STinG (1.20) problems solved

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <GWIT2.569$w3.7528@news1.atlantic.net>
Source record: 80253

On 21 Apr 1999 06:58:47 , Martin Tarenskeen wrote:
>At last, finally, my STinG 1.20 works the way it should, even with my
>single tasking setup. I now use the dialer as an APP and not as an
>ACC, the same works for XCONTROL.
>I start XCONTROL.APP,

Can you leave XCONTROL as an ACC?
(All works fine on my Falcon!)

return to the desktop, start DIALER.APP,
>connect to my ISP, return to desktop, then start CAB or NEWSie, and
>everything works as planned.
>The many reactions on the thread in this newsgroup helped me a lot.
>Everyone thanx.
>I'm just very anxious to read comments from the author(s) of STinG on
>our experiences.
>**
>* That's it folks ! *
>* *
>* Martin Tarenskeen *
>* e-mail: mt--------@telebyte.nl *
>* (Remove -------- from e-mail address before sending me any mail) *
>* Homepage: http://www.telebyte.nl/~mt *
>**
>.

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

1310. UTSI news report : 21 Avril 99 / April, the 21st, 99

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <371DEF52.D8093264@cnet.francetelecom.fr>
Source record: 80254
Cross-posted to: fr.comp.sys.atari,comp.sys.atari.st

UTSI news report : le 21 Avril 1999 / April, the 21st, 1999

http://utsi.atari.org

Extra information about each link :
We developed a robot which allows us to check every link on
the site when we
update it : failing links are now updated each time, and the
latest update date is
displayed each time it's possible.

There is now a search engine on the site :
You can directly find pages speaking about specific keywords.
The engine will give
you both pages matching your search criterion on the UTSI AND
on the Falk'Web.

New categories have been added :
Demos
Magazines

Software added in Audio/MIDI :
DBE Player
Elly
MPEG Extractor
SC55

Software added in Communication :
TOS FTP

Software added in Demos :
128 Krawl
128 Julia
4Ever
4orce !
Chippin' for air !
Chippin' for air 2 !
Chippin' for air 3 !
Chippin' for air 4 !
Chippin' for air 5 !
Chippin' for air 6 !
Conflict
Demolition
DHS Porno
DHS Slide

Dist
Dream 4mention
Dream Dimension
Elite Intro
Error in Line
Goodbye (April fools demo)
Just Musix !
Just Musix 2 !
Just Musix 3 !
Liquid Sunshine
Massacre
Sweety
Tyranny
Xmas'97
X-Mix Vol.1
X-Mix Vol.2
X-Mix Vol.3

Software added in Desktop :
Spica

Software added in Emulation :
PC Parallel port - YM2149

Software added in Games :
Crackman
Moon Games
Trader II

Software added in Graphics :
HAVI 040/060
Muhwie
ST-CAD
WIM AVI

Software added in Magazines :
Falk'Mag
Maggie
ST News
Toxic Mag
UnderCover Magazine

Software added in Programming :
BGH
Resource Master 3 Demo
Resource Text Replacer
RSM2OUT
TT-Digger

Software added in Text/CAP :
Luna
MSWordView

Renouveau Enveloppes

Software added in MiNT :
Audio Device
MPEG2/3 Player
OVL CAB
OVL CAB SSL
Pine

Software added in Utilities / Desktop :
BdDa!
Unlink

Software added in Utilities / Memory :
TOS 1.04 german 2.1b patch
TOS 2.06 german 3.8 patch
TOS 2.06 german 4.0b patch
TOS 3.06 german 2.0 patch
TOS 4.04 1.5 patch
TOS 4.04 2.0a1 patch

Software added in Utilities / WWW :
HTML2GRP

Software added in Utilities / Drivers :
Nova 2.66
Nova SW

Software added in Utilities / Miscellaneous :
AB40Fix
Calvino
Calvino Shell
Contenu CD-ROM
InfoMat
JuliAdress
Trapper
Xairon
XInfo

Software added in Utilities / Memory :
TOS 1.04 german 2.1b patch
TOS 2.06 german 3.8 patch
TOS 2.06 german 4.0b patch
TOS 3.06 german 2.0 patch
TOS 4.04 1.5 patch
TOS 4.04 2.0a1 patch

Software added in Utilities / WWW :
HTML2GRP

Software added in Utilities / Drivers :
Nova 2.66
Nova SW

Software added in Utilities / Miscellaneous :
AB40Fix
Calvino
Calvino Shell
Contenu CD-ROM
InfoMat
JuliAdress
Trapper
Xairon
XInfo

Thanks !!
Yann Lossouarn / Falk'Asso

1311. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fksd5$4gm3@news.ajou.ac.kr>
Source record: 80255

On 21 Apr 1999 06:52:15 , Derryck Croker wrote:

>
>About the only new thing I found was an option in the dialer config section
>to have the server allocate a DNS server address at login.
>
>I was disappointed to find that I still can't get the dialer to load
>different dial scripts via clicking on the config menu's top line and
>picking a new one with the resulting file selector. It sometimes works but
>needs several attempts. I reported this to Peter R. a long time ago - anyone
>else have this problem?
>

The way I have been using STinG with different ISPs is to create a
folder in the Sting folder called Scripts and then creating a
different Dial.Scr and Default.Cfg for each ISP I use.
Then after booting up I copy the dial.scr and default.cfg for the
ISP I want to use into the proper folders inside the Sting folder.
Then click on Active in the Sting Internal CPX. Load the Dialer.App
and away I go. Have had no problems doing it this way.
But I don't have any other programs hooked into STinG, Just a
Basic setup that allows me to run stuff like Cab, Newsie, AFTP,
and all the other goodies.
This works fine with plain Tos or Geneva, not tried it with other
OS's, maybe Mint soon. ;)

If you do it like above it may tend to corrupt your Cache.Dns
from time to time. I Just delete it if I see or experience a
problem which is very seldom. STinG will create another one for
you. ;)

I have never tried using STinG as an ACC.

>The trade off is the video bandwidth, go for a lower colour range/screen
>size and you can go for a higher serial port speed. For instance when I had
>a Nemesis fitted I could do Zmodem at 112500 in 800*608, but there would be
>loads of errors at 800*608 in 256 colour. The CENTurbo I now have has
>removed that bottleneck.
>

I plan on getting some type of acceletator for the Falcon soon.
Was going to try re-installing the Nemesis, but am going to wait
and see if the CT2 ever makes it over here in the US.

I have the ScreenBlaster 2 external Hardware that allows some nice
resolutions on a stock Falcon. I tried 1280 x 960 in 16 colors with

STinG 1.20 at 57600 and it does work, but it seems a bit slower than
38400. I'm pretty sure it's due to a lack of a upgrade accelerator.
800 x 600 in 256 colors at 38400 works fairly well but is not as
fast as 640 x 480 in 256 or 16 colors which is fast.

>Basically the remapping facility was to allow you to use speeds over 19200
>or 38400 with some older software that didn't have direct access to the
>higher speeds (such as TeddyTerm and the Cixcomm program that us Cixen use
>to access Cix conferencing).
>

>The CPX's main use is to set the serial port for some programs that don't
>have any means of setting the port themselves (such as STinG).
>

>Best thing to do is to install a fresh copy of drvin.prg and scc.prg (watch
>the running order), there's no need to do any patching unless you want to up
>the buffers.
>
Yes, I am going to do this, I have never tried using drvin.prg and
scc.prg in their default state. Maybe I'll get a little more speed out
of it.

>Echoed 100%.
>
;)

>I assume that you have been sent copies by now?

Yes, someone did send them. I am using them now to see if there is any
benefits gained.
>
>Rgds, Derryck
>
>/--/
>/ The Cheshunt Computer Club Herts UK /
>/ http://www.cix.co.uk/~derryck/index.htm /
>/--/

Thanks for the info Derryck,
Phantomm
phantomm@kih.net

1312. Re: Anyone using this hard drive on a F

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fksun$4lc1@news.ajou.ac.kr>
Source record: 80256

On 19 Apr 1999 08:42:10 , Uwe Seimet wrote:
>Phantomm wrote:
>
>> I never did send in my HD Driver registration card.
>
>There are no registration cards for the versions distributed directly by
>me. There might be registration cards for the versions distributed by
>System Solutions. In this case you have to send your card to Systeom
>Solutions. Or, if you want me to send you an update, you have to send me
>the update fee with your original floppy disk (once) in order to become
>a registered user.

Hi Uwe,

I didn't get HD Driver directly from you. But I think it may be better
for me to send you my original disk along with the update fee.
That way I would probably get the latest version.

If I send you my disk and the upgrade fee in cash, USD by Global
Priority Mail, would this be alright? Or do you require the fee to
be in another currency other than US dollars?

And what would be the total fee in USD to upgrade to the latest
version of HD Driver?

Also Uwe, I wanted to ask you if any version of HD Driver removes
the limited size of partitions when using FalconSpeed.

I have a FalconSpeed 286 board with version 6.2 of the software,
which allows the use of TOS partition sizes up to 128MB under DOS.
According to the v.6.2 documentation, if you have a internal IDE
hard drive of less than 100MB then you cannot use partitions with
more than 64MB allocated under DOS.
Also according to the Docs, it is safest if the DOS boot partition
C doesn't exceed 32MB.

My previous setup with FalconSpeed included a internal Conner 85meg
hard drive partitioned into 4 partitions of around 20megs each.
Partition C: was TOS Boot, D: was a TOS partition, E: was DOS Boot,
and F: was another TOS partition.
This is how my Falcon came setup along with Ataris Hard Drive
software.
I then added a 540meg internal SCSI drive to my Falcon and created
4 to 5 partitions on it with Ataris software. 3 partitions were
around 100MB each, so that I would have compatibility with DOS
software on them.

This setup worked fine, no crashes, always stable. Until I started copying and moving around large files of 3-4 megs or more. My SCSI hard drive started doing resets when moving, copying very large files. I then switched to HD Driver 6, which solved this problem. I have never had any problems with large files since. I had a older version of Ataris Software which must have caused this problem. I think it may have been fixed in a later version, not sure on that.

FalconSpeed worked fine with HD Driver 6, the only problem I ever came across was that I could no longer see the files on the DOS Boot partition E: while using TOS. The DOS boot partition would bootup just fine though and I could see the files on the DOS Boot partition while in DOS.

At the present time, I don't have FalconSpeed installed. And have removed the 85meg IDE and replaced it with a 540meg IDE, then replaced that one with a 6.4 Gig IDE and have added a 1 Gig SCSI along with the 540meg SCSI.

Now, I would like to install FalconSpeed again. I have noticed that there have been many changes to HD Driver since version 6. I think sometype of program called BIGDOS was introduced for larger DOS partitions? Not real sure on this.

Would you happen to know if it is now safe to use any size of a DOS Boot partition with FalconSpeed on any partition of a internal IDE using a more recent version of HD Driver? If so, is it also safe to use larger TOS partitions over 128MB under DOS?

Since 2 IDE drives can be used with HD Driver, I thought about installing the old 85meg IDE along with the 6.4 Gig since it is already setup with DOS. But I'm not sure how FalconSpeed would react to another IDE drive.

Or, it might be possible to setup a DOS boot partition on one of the SCSI drives. But the problem I see is this limit with partitions. I am almost positive that somewhere in the FalconSpeed Documentation it states not to use TOS partitions larger than the DOS Boot partition Before the DOS Boot partition. I know you can have larger TOS partitions after the DOS Boot partition.
So I am confused on this, I'm not even sure that HD Driver would make any difference on the partition sizes when it comes to Falcon Speed. I know that HD Driver does allow up to 1 Gig partitions on the Falcon, which is great. I am confused as to why there is a limit with the DOS Boot partition and TOS partitions when using FalconSpeed.

If you can make any sense of all this and maybe offer some advise I'd sure appreciate it. My Goal here is to be able to use FalconSpeed without having to use alot of small partitions.
And have a good stable drive system.

Thanks in Advance for any help,
Phantomm
phantomm@kih.net

1313. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7fl16gsse4@wanadoo.fr>
Source record: 80257

```
On 21 Apr 1999 06:52:23 , Derryck Croker wrote:
>On 19 Apr 1999 14:43:23 , DarkChyld wrote:
>>On 19 Apr 1999 11:30:36 , Derryck Croker wrote:
>>
>> Hi Derryck. Nope, the "visual fx" are not completely benign. At least they
>> were not on my Falcon. When running something very intensive like Aniplayer,
>> it would give error messages and sometimes crash hard. If I dropped back
>> down to Nemesis "LOW", then the visual FX would go away and all programs
>> would work fine...
>
>That's very interesting - and a little worrying too! I have to say that I
>don't make much use of such as Aniplayer, but the few times that I've used
>it and others like Apex I've had no trouble at all. It could be that any
>memory corruption might be taking place in unused workspace I suppose.

Hi, about Aniplayer I think to SCSI problems, please try again with movie
on your IDE drive.
With Centurbo II SCSI problems are fixed :-)))

Regards,

Didier.

+--------------------------------------------------------------------+
|Didier MEQUIGNON Aniplayer download: |
|E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/ |
|Address: 25,rue de l'Ascenseur 62510 Arques FRANCE |
|Dev 68K/DSP56001/C on |
|Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp|
+--------------------------------------------------------------------+
```

1314. Re: Name Your Price for This Software Title!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ToOi1NAbYhH3EwMg@steverosie.demon.co.uk>
Source record: 80258

In article <slrn7hrb5o.bfi.mlake@melake.erols.com>, Marshall Lake
<mlake@melake.erols.com> writes
>
>"A Day at the Races" (ADAR) was done by a company named TEAM Software
>which is defunct now. ADAR was only done for the ST line of Atari
>microcomputers.

Interesting, as Red Rat software was responsible for some high quality software, especially for the 8-bit Atari user. I also assure you that A Day At The Races was first released for the 8-bit market.

I know as I paid for it before it was released, and was sent it when it was released;)

And if my memory serves me right, they were from the Manchester or Liverpool area (could be wrong though), they were based in the UK.

They did start producing software for the ST, Lombard RAC Rally comes to mind. So it wouldn't surprise me if they did release it for the ST.

The came alive producing quality software and a budget price. They also were responsible for Push It, or is it Shove It!! It stared Quavers star Curley Colin;)

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1315. Re: Let's exchange our Sharewares !

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Qo$ilVAfdhH3Ewtm@steverosie.demon.co.uk>
Source record: 80259

In article <7fk9t5nju2@news4.isdnet.net>, Jean LUSETTI <j-
lusetti@pacwan.fr> writes
>Hi everybody !
>
>Like me, perhaps you use some Sharewares but you don't think it's worth a
>registration.
>Like me again, perhaps you are the author of such a Shareware.
>

Hi

If you have written any Atari software, whether it be pd, shareware,
licenseware or dongleware. Why not get in touch!

What have you got to lose;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1316. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <7fl7radmk1@roch.zetnet.co.uk>
Source record: 80260

> It was my first computer company, and it's still a lot of fun!
<Snip!>

Your right like it is still a lot of fun, I find myself from time to time booting it up to play those classic games, those ones that just can't be replaced/re-made.

Muscles
Be Strong....

1317. FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fl7m0$20m$1@news6.svr.pol.co.uk>
Source record: 80261

What are the best ftp sites for downloading ST software? I am looking in particular for games and STOS utilites/software.

Thanks

Andi.

1318. Re: FS Atari St User Magazine [UK Only]

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3717a90b.11198102@news.freeserve.net>
Source record: 80262

On 14 Apr 1999 18:30:59 GMT, steve@sweet3.freeserve.co.uk (Steve
Sweet) wrote:

>On 9 Apr 1999 12:03:59 +, "Ian King" wrote:
>:>I live in Dartford,Kent.
>Yo!, neighbour, i'm down in Bexley, DA5, so what system do you have.
Ian, DON'T answer this man if you have a love for life! ;-)

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

1319. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <371e33d4253cc00@ping.be>
Source record: 80263

on Tue 20-04-1999 20:37 Jo Vandeweghe wrote:

>
>

>Yes, it works on my TT ... you can try that when going to Didier Mequignon's
>page ... though, I had to run olga at the boot ... resident if you prefer. But I
>must say it's under MagiC ... sorry for that.
>

Sorry Jo but Olga works very fine with MiNT/N.AES. MagiC isn't needed at
all. It even runs with Geneva/Thing.
Running Olga at boot? Strange way to use it.
With MiNT and N.AES you only need to install the enviroment variable OLGAMANAGER in
n_aes.cnf. It looks something like this.
From n_aes.cnf: export OLGAMANAGER=h:\olga\olga.app
From gem.cnf (multiTOS, Geneva) : setenv OLGAMANAGER=h:\olga\olga.app
From magx.inf: #_ENV OLGAMANAGER=h:\olga\olga.app

Furthermore you need to edit olga.inf:
It must contains lines like this

```
[Extensions]
.HTM=$CAB
.AVI=$ANIPLAY
.MOV=$ANIPLAY
.QT=$ANIPLAY
.FLI=$ANIPLAY
.AVR=$ANIPLAY
.WAV=$ANIPLAY
.AIF=$ANIPLAY

[Objects]
.AVI=Video For Windows
.MOV=QuickTime Movie MOV
.QT=QuickTime Movie QT
.FLI=Autodesk Animator Movie
.AVR=Audio Visual Research
.WAV=Microsoft RIFF-WAVE
.AIF=Apple Interchange File Format

[Applications]
ANIPLAY=F:\ANIPLAY\ANIPLAY.PRG
CAB=D:\BROWSERS\CAB_270\CAB.APP
```

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1320. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371e1a6c26c9cd30@holleman.demon.nl>
Source record: 80264

on Wed 21-04-1999 14:49 Bram van Kerkhof wrote:

>on Wed 21-04-1999 08:18 Louis wrote:
>
>[SNAP]
>Strange all those problems with Sting 1.20. After a (recursive)
>backup of the old setup I replaced all the old files by the new
>ones. Only had to change the serial CPX (speed/port) setup . It took
>my aprox. 10 minutes to get back on the net with this new setup in
>spite of not being a computerwizzard ;-). Oops I almost forgot: I had
>to rename the dialer prg from dialer.acc (as I happen to use it that
>way ;-) to dialer.app after noticing it could only be run once as an
>ACC.
>I believe we have almost the same TT setup (MagiC 5.04 Thing, Okami
>Newswatch, Popwatch and NVDI 4.1) it must be Freedom or something. I
>use Cops. As for the results:
>Newswatch: CPS approx 3600, was 3100
>Cab 2.5 : seems to be a little bit faster
>Aftp download not to much difference.
>

Hi Bram,

In fact I didn't need more than those same 10 minutes to set it up again.
The hours afterwards were needed to figure out what happened and why the
original setup didn't work either any longer... :-)

I recall my upgrades from 1.08 to 1.10, then 1.12 and then 1.15 didn't
take more than 10 mins either.

It could be Freedom; then I'd choose to keep Freedom combined with Sting
1.15. It runs flawless. Perhaps 1.20 would squeek a few more bps out of
the modem, but hell...

Speaking of bps: I still use an old 14K4 one, Newswatch usually fetches
with an average 700 (as indicated), Newsie runs at 1600-1650 on long files,
Cab usually states 1400-1500 on a good connection, with exceptions that
some files or archives run at 1800 and even up till 2200 bps - for an
extended period of time, that is.
aFTP gives me filetranfers averaging around 1400-1600, while aFTP on pppd
reaches even higher speeds.

Speaking about bps-2, I think I'm gonna switch my modem for a 56K one. Got
one question: since I blew modemport-2 (my own stupid fault, one shouldn't
plug a modem hot) I am just wondering whether or not the two serial extra
ports and the LAN port will work OK or not? Perhaps they share the same

controller and are now gone too?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1321. More .... virus victims

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8tvhkv4@news1.xs4all.nl>
Source record: 80265

Now that my attenmtion is on it: the ... virus contaminates more and more Atari computers.

The ... virus makes a normally typed in '.' in a email message to '...'. It triples the points.

What is the point of this virus?

The latest victim (my diagnosis) : Tony Greenwood.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1322. More .... virus victims

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8u1hkv5@news1.xs4all.nl>
Source record: 80266

Today I saw a second victim of that virus. A very heavy infection is
detected by me: Dennis Bishop shows all the symptoms.

His message with the title 'TT-keybord' tells it all.

It is no hardware problem but a virus!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1323. The ... virus

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8u4hkv6@news1.xs4all.nl>
Source record: 80267

There is more bad news today: a new victim is found in this newsgroup.
It looks like an early contamination so there is hope for betterment.

The name of this recent victim is: Steve Stupple.
see his message: Is it Possible, Again!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1324. terrible ... virus!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8u6hkv7@news1.xs4all.nl>
Source record: 80268

```
The infection goes on.
How does it spread.?
Latest victim: Jo Vandeweghe on 20 april in message 'CAB ?'s

About 10 percent of his text contains now already '...'

And it is rising!!!!

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

1325. Virus infection

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fl8u9hkv8@news1.xs4all.nl>
Source record: 80269

On 20 Apr 1999 20:33:51, James R. Saleeby wrote:
>one 520STfm with a flakey internal diskdrive.....make me an offer
>works good except for that.
>SC1224 Atari color monitor in very good condition....25.00 plus shipping
>your zip gets shipping charges.

Seemingly we have here a variant of the ... virus.
this version seems to work in batches of 4 points.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1326. IRC for the Atari ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7flbfrgaf1@news4.svr.pol.co.uk>
Source record: 80270

I've seen the MIRC for the ST from the STick download site and think its ok :-)

Though would any emulator run IRC from the PC on my Falcon ? Thisd would be great for to make use of the scripts I've got added.

Thanks

Chris.swinson@zetnet.co.uk

1327. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7flbnughg1@news4.svr.pol.co.uk>
Source record: 80271

SNIP>>>
>> Nope. There is no .ra decoder for the Atari, partly because the spec is
>> not published.
>No, again, there are 2 players. Aniplayer whch does 14k ra and 28k ra.
>Also, ra_player for MiNT, using the audio xdd
>

Where can I download the players ?????

Chris

1328. Re: Atari Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <371DC4DB.C5267EFD@earthlink.net>
Source record: 80272

jim harris wrote:

> yup, you need a herd of commercial programmers with the following CVs
>
> intel chip series assembler,
> C/C++ under DOS/Win 3.x/Win 9x,
> motorola chip series assembler
> C/C++ under TOS/GEM, MultiTOS, MagiC
> a willingness to work for little or no money
>
> ;)
>
> perhaps you mean Atari software ported to a PC based TOS/GEM emulator? In
> which case yes, save out software to an IBM formatted 720k floppy within
> the emulator environment.
>
> Or?
>
> Atari software you've downloaded from the net on a PC. Same again just
> copy from PC's hard drive to IBM formatted 720k floppy (or Zip formatted
> under HD Driver, which creates a TOS/DOS compatible disk). Careful tho as
> I've had problems with encoding. Under Windows it's best to do a shift
> and left click on link to save it - that way straight to your hard drive
> and Netscape/IE wont mangle it.
>
> jim
>
> sheercon wrote:
>
> > Is it possible to transfer Atari software that has been ported to a PC
> > back to an Atari ST?

I have some atari files that I downloaded off the net and they run using an
Atari emulator. I think thegames are usually best when played on a real Atari.
I just save the file directly to an IBM formated 720k floppy and it will work?

Thanks,
Brian

1329. Mr Bales

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7flchfbjr1@ns1.thpl.lib.fl.us>
Source record: 80273

Thank you for your remarks concerning my question regarding upgrading of the 520 STfm. However, your remarks sthat if I could not return to this newsgroup to read the replies that I should not post was not called for. My intention was not to clutter up the newsgroups with extranius "horse manure".that is the reason I asked for e-mail replies not to receive derogatory remarks from individuals. James

1330. Re: Atari ST hardware for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <7fle57ehf1@roch.zetnet.co.uk>
Source record: 80274

On 20 Apr 1999 19:21:21, "Prince Corum" wrote:

Another FAS notice with no indication as to where he is...

WHERE ARE YOU PEOPLE.....com rtells us nothing ...

chrisc

1331. Re: cartridge stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fleqo$94r$1@news7.svr.pol.co.uk>
Source record: 80275

On 18 Apr 1999 14:37:58 , Steve Stupple wrote:

:>Only Atari desktops allow access to the small c: (cartridge) device. It
:>would be nice to be able to access the cartridge within Neodesk, Kaos,
:>Thing etc...

Neodesk has a utility that allows it to read Carts, MAGIC allows cart use, as
does thing, i think this uses a utility of some such.

:>I wonder if it would be possible for a hardware project enabling a write
:>line to the cartridge area!!!

AIUI, the glue chip forbids direct writes, although there is a programming
trick that allows writes to the cart memory space IIRC.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1332. Re: New STiNG

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fleqq$94r$2@news7.svr.pol.co.uk>
Source record: 80276

On 16 Apr 1999 22:40:19 , "Bengy Collins" wrote:
:>In case everyone doesnt know, an updated STiNG was recently released by Ulf
:>Ronald Andersson and can be downloaded from MagiC Online in the Networking
:>section, as well as the temp. STiNG page:

I didnt know, thanks for teling me, already downloaded from your site last night and installed this day.

I finally got to see your site, lots of effort obviously, well done, and thanks.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1333. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fleqr$94r$3@news7.svr.pol.co.uk>
Source record: 80277

On 17 Apr 1999 19:58:43 , "Vlierus" wrote:
:>Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
:>friend are very busy on it. It's now in a beta fase..... who is
:>intressed?!??!?! just reply... en when it's releasd i will give you the
:>adress 4 downloading it.....

What is the base machine it runs on, a PC i presume?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1334. Re: terrible ... virus!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371E4235.3390B75@cable.A2000.nl>
Source record: 80278

Stichting ST wrote:
>
> The infection goes on.
> How does it spread.?

Certainly it's a completely pointless virus.

Henk.

1335. Re: FALCON 030 EMU!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371E4832.30267DA9@cable.A2000.nl>
Source record: 80279

Vlierusï¿½ wrote:
>
> Helllo soon there will be a <almost> perfect FALCON 030 emu.....me and my
> friend are very busy on it. It's now in a beta fase..... who is
> intressed?!??!?! just reply... en when it's releasd i will give you the
> adress 4 downloading it.....
>

Will this Emoe execute the line_f floating point instructions native on a appropriate pentium? That would give it a big advantage over most other emulators.

Henk.

1336. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371e3c462870df60@holleman.demon.nl>
Source record: 80280

on Tue 20-04-1999 06:27 Martin Tarenskeen wrote:

>(I hate all those installing procedures. When I first started with the
>Atari ST everything was like "userfriendly" is supposed to be: TOS in
>ROM, program (set to auto-start in a desktop.inf file) on one single
>floppy disk. Disk in drive. Start computer ... and YES ... the program
>runs ! 10 years ago Plug&Play REALLY existed !
>My brother, a professional musician who nows NOTHING about computers,
>operating systems, or installing procedures still uses CUBASE this
>way. It's the only thing he needs. He doesn't even know how the Atari
>desktop works - he never sees it..)

Martin, as long as you use the ST for Cubase only: no probs.

As long as you only use FirstWord Zero (you know, that fine program with no WYSIWYG and when you wanted a print: quit/start up print.prg/then change a letter so/quit print/start FirstWord Zero/etc) it's no problem either.

The trouble is: on our 10-15 years old machines we want multitasking, hi-rez many colours, click-'n-go-to-the-right-software, objectlinking, drag 'n drop, installed apps, just name it.

Well, Microhard Inc. uses the Wizard for all this: one small problem and there's only one solution: re-install, you never know where to look for whatever config file.

Even with this Wizard Wizard you'll get conflict reports, since Win-95 doesn't know about a G200 gfx card and thus reports a conflict between Ethernet and graphics cards operating in each others memory, which in fact isn't true but meanwhile when quitting Win while in the network it won't shut down properly and the next time it takes extra time to set it up properly. Not to speak of the sometimes endless hanging machine...
(Sorry Ronald, I got that virus too, or could it be a cat balancing on my spacebar, tipping one leg on the dotkey?)

Gee, I'm glad that (most of the time) I know WHERE I have to look for messed up files on this complicated system. And when I install something myself, at least I know what's put where and when (again: most of the time).

Yup, I've got a machine like a Ferrari for looks, a Mercedes for comfort (well, the Economy model), the problem is it's powered by a Skoda engine...

About time this Phenix with 2x060 rolls out!

...and folks,...beware...of...the...bloody...CatVirus...!!!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1337. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924731915.22129.0.nnrp-09.9e985e5c@news.demon.co.uk>
Source record: 80281

Louis wrote in message <371d91c2201d79d0@holleman.demon.nl>...
>on Wed 21-04-1999 09:46 Nicholas Bales wrote:

<snip>
>>What I want is to launch something then go and have breakfast while
>>STinG would connect, download mail, download newsgroups and then
>>disconnect. Can a STinG script do this with Newswatch and Popwatch ?

<snip>
>Okami's not only for Mint systems. Tho' the config files have a lot of
>stuff related to Unix-style systems, it runs perfectly on MagiC and I
>guess TOS or whatever OS.

I totally agree. If you want the best available for the Atari, don't get put off by the setup files.

<snip>
>Now the Sting bunch is another story: it could be possible with script or
>batchfiles, dunno, I'm not into that kinda bizness too well myself.

STinG's login batch facility by itself isn't OK for this kind of thing: it's meant to launch programs sequentially so only works with things like the time setter program.

However, IIRC Gary Priest has done a program launcher which you can use from STinG's login batch which will launch several programs at once, ie POPwatch, NEWSwatch, whatever. Disconnection *may* be a problem. One way would be to use your ISP's timeout so it disconnects you after so many seconds of inactivity. This is dodgy, though because if it doesn't work for any reason you'll have a huge phone bill...

It might be worth investigating options with the STinG's dialer's remote control, but you might need a program writing. Something you could call after everything else you've launched that monitors connections and hangs up if there are no active ones after a given period?

>As far as Popwatch is concerned: you first have to select what mail you
>want to fetch, so there's problem nr. 1.

You can set which mailbox/config etc to use, plus send/receive and connection options by launching it with command line switches, IIRC. Ideal for this purpose. NEWSwatch has similar command line options.

>Maybe Okami can be set to do a lot of stuff automated, it does handle ISO
>8859x stuff, but again I'm not sure about "automated functionality".

You could possibly run a batch file after hangup to do the import stuff. If you are already using a batch file for that (maybe incorporating kill

functions etc), you'd "just" need to call it.

<snip>
>What you want is something I would like also, but I figure we're a long
>way from that kind of options...

You may be half way to what you want: I'm not sure how you'd stitch all of this stuff together to work in the right order. Starting the stuff off is probably OK: STinG can call Gary's launcher which can call POPwatch and NEWSwatch with appropriate options to collect the mail you want and then disconnect from the servers. Hanging up the phone line is a problem. Once you've hung up you can do the import and processing into Okami with a batch file (possibly also launch Okami, should you so wish?).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1338. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqmwqr.19zcc9p1qyja8iN@max02-055.enterprise.net>
Source record: 80282

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Also Videl Inside can be found on ftp sites. I run 800x592x256 colours
> on VGA screen with this. I also run 768x576x65536 colours, on my Atari
> SC1224 RGB monitor on a 25" Sony TV (perfect PAL broadcast resolution!
>).

What kind of frequency does this display at (vga one, I mean)?
I use the Mac at freqs of 75hz and this is very clear and flicker free,
but I'm considering a Falcon with Screenblaster/Blow Up and wondered
what kind of frequencies this combo would give at around 800x600 ish in
either 16 or 256 cols.

btw, what's Titan's web site address? (and any other UK Atari companies)

Thanks!
Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1339. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7flioq$qm@nnrp3.farm.idt.net>
Source record: 80283

On 21 Apr 1999 14:49:30 , Bram van Kerkhof wrote:
>on Wed 21-04-1999 08:18 Louis wrote:
>
>[SNIP]

>way ;-) to dialer.app after noticing it could only be run once as an
>ACC.

I also use DIALER as an .ACC at times and found that if you run STING 1.20 with the new DIALER as an .ACC just use the 'Close Gadget' to exit instead of the 'Exit' box and you'll still be able to access as an .ACC.

I'm using a TT, 4/16 ram, GENEVA.

Frank Lawrence
OK - USA

1340. Re: A Day at the Races (Was: Name Your Price for This Software Title!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hsm5o.dr1.mlake@melake.erols.com>
Source record: 80284

>>"A Day at the Races" (ADAR) was done by a company named TEAM Software
>>which is defunct now. ADAR was only done for the ST line of Atari
>>microcomputers.

>Interesting, as Red Rat software was responsible for some high quality
>software, especially for the 8-bit Atari user. I also assure you that A
>Day At The Races was first released for the 8-bit market.
>
>I know as I paid for it before it was released, and was sent it when it
>was released;)
>
>And if my memory serves me right, they were from the Manchester or
>Liverpool area (could be wrong though), they were based in the UK.
>
>They did start producing software for the ST, Lombard RAC Rally comes to
>mind. So it wouldn't surprise me if they did release it for the ST.
>
>The came alive producing quality software and a budget price. They also
>were responsible for Push It, or is it Shove It!! It stared Quavers star
>Curley Colin;)

I was half owner in TEAM Software. And I wrote most of "A Day at
the Races". The company you mentioned above that did Lombard Rally was
situated in the Isle of Wight. We had some dealings with them early on
(many years ago). They were supposed to do a port of "A Day at the Races"
to the Amiga. But our dealings fell through and the port never happened.
They did, however, distribute "A Day at the Races" for the ST in the UK.
Could you be confusing that with an 8-bit version? There was never any
8-bit version released that I am aware of. A port was started to the
Commodore 64 in the States but canned after a few months.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1341. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <371df1b8603e40@ford-trucks.com>
Source record: 80285

on Wednesday 21-04-1999 09:52, Louis wrote:

>Sofar I'm real happy with Okami, I need to launch it manually, also launch
>Newswatch and Popwatch manually, they both need clicks to get to work and
>I have to be there and issue the "clicks" :-)

Nope, use Gary Priest's Spawner program to launch POPwatch and NEWSwatch
(and Okami is you choose) after dialing is complete. Create scripts for
POPwatch and NEWSwatch to connect, download, disconnect, send, quit etc.
In my case, I actually have POPwatch check two different Mail servers with
no intervention from me.

To do this, however, you have to give up one of POPwatch's abilities, the
ability to retrieve headers and selectively delete unwanted messages. For
me, this was a small trade off.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
"Verbosity leads to unclear, inarticulate things." -- Dan Quayle

1342. Stacey, TT, Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: William von Hagen <wvh@gethip.com>
Message-ID: <371E61C1.B88248D0@gethip.com>
Source record: 80286

I'm looking for any or all of these. Please let me know if you have one, and what you want for it. I suppose that this is a vain quest, but it doesn't hurt to ask!

Thanks!

Bill

1343. Emagics Unitor 2 (Atari) How much is this worth ?

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Fibrillation <fibrillation@mindspring.com>
Message-ID: <7flu8s$qq3$1@nntp1.atl.mindspring.net>
Source record: 80287
Cross-posted to: comp.sys.atari.st,,rec.music.makers.marketplace

Hi all,

how much is Emagics Unitor 2 for the Atari 1040 st worth these days ?

Thanks !

-arik-

1344. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <371e54a279a630@HORMEL.bc.sympatico.ca>
Source record: 80288

on 22-04-99 Krzysztof Maj wrote:

>On Mon 19-04-1999 21:48 (+0200) Joost Bataille wrote:
>
>>This FTP-site works well but the Okami zipfile (only 182 kB?) seems
>>to be corrupted.
>
>You are right! :(((
>Unfortunately I have no more this version on my disk :((((((((((
>I am affraid Jos hasn't this version also, because of hard disk crash
>he have had. I guess, it's the reason this version was not released.
>Maybe someone else has it? (ver. 1.35b issued at the end of August 1998)

I have the original 1.35b archive -- it's what I use on the TT. It's
really the author's decision, though, whether its distribution is OK.
Wasn't Jos particular about making the beta(s) available from sources
other than his own website?

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1345. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <371de8c681ca30@gelrevision.nl>
Source record: 80289

on Wed 21-04-1999 09:46 Nicholas Bales wrote:

[SNAP]

>What I want is to launch something then go and have breakfast while
>STinG would connect, download mail, download newsgroups and then
>disconnect. Can a STinG script do this with Newswatch and Popwatch ?

Try the small prg from Gary Priest at
http://www.the-gap.demon.co.uk/atari/atari.htm
It's called spawner.prg to be run from login.bat StinG

SU Bram

>What about Amail, Mymail, Firenews, etc... ?

>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1346. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371CF623.87800898@ihug.co.nz>
Source record: 80324

Hi there,

Uwe Seimet wrote:
>
> J WILKINSON wrote:
>
> > According to a website that I am getting Javascript examples from (to learn
> > Javascript hopefully!), Java and Javascript are similar in some ways but not
> > in others. Here is the breakdown of the similarities/differences...
> >
> > Similarities:
> > -Javascript supports -most- Java expression syntax...
> > -Both Java and Javascript cannot write to hard disks..
>
> This is wrong. Of course a Java application can.write to hard disks. An
> applet can't, a normal Java application can.
>
> This web site doesn't seem to be very useful. The differences between
> Java and Javascript have already been explained here and are tremendous.

Opinion seems to vary as to differences between Java and Javascript. The
site I am using to learn about Javascript has some very useful examples
of scripts so that is good (from a learning point of view), but I guess
the site authors have their own opinions about the similarities/otherwise
between Java and Javascript.

In the end the users end up confused, but as with any programming language
there are an (almost) infinite number of ways to get a job done. Perhaps
thats why some consider Javascript to be similar to Java in some ways.
Maybe those people have moved from Java first and are basing their use
of Javascript upon what they tried to achieve with Java first-of-all...

Regards,
Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1347. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <371D046F.DD168063@cable.A2000.nl>
Source record: 80325

J WILKINSON wrote:
>
> -Javascript does not have strong type checking as Java does, ie...variable type
> in Javascript does not need to be declared,

A interpreted dialect that has the same omissions as Gfa Basic should be
able to run on any atari.

Cheers
Henk.

1348. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371CFA33.7C981344@ihug.co.nz>
Source record: 80326

Hi there,

Robert Schaffner wrote:
>
> In <924283829.775981@news.netactive.co.za> Ted Parrett wrote:
>
> >I'm sure I have read that it is possible to obtain screen resolutions
> >beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If
>
> Yes it ist possible.
> ScreenBlaster internal or external module
> NOVA-Board (realy expensiv) only as used unit avaiable (I think so)
> Titan Design..

Also Videl Inside can be found on ftp sites. I run 800x592x256 colours
on VGA screen with this. I also run 768x576x65536 colours, on my Atari
SC1224 RGB monitor on a 25" Sony TV (perfect PAL broadcast resolution!
).

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1349. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371CF86A.9760D6AE@ihug.co.nz>
Source record: 80327

Hi there,

James F. Haslam wrote:
>
> On 16 Apr 1999 12:36:18 , Robert Schaffner wrote:
>
> >> Will the NEMESIS increase the useable serial port speed on the Falcon? I
> >> can't seem to get anything higher than 57,600 on mine now (with HSMODEM).
> > >
> >I think no. You have MagiC? Same as here... 57K6, not more.
> >Allways CRC-Errors while using 115K2, nemesis doasnï¿½t fix that.
> >Better chance for 115K2 without MagiC.
>
> Hi Robert!
>
> Strange that I have an unaccelerated Falcon, running MagiC 6, yet I don't
> have any of the problems you mention running my serial port at 115K2.

I haven't been able to borrow a fast modem but I've done 230k4 null-modem transfers to a Macintosh over serial port AND LAN port without errors. This only happens with MagiC running - with TOS/MiNT I top out at 57k6 (any faster gives errors)...of course I use HS-modem 7 to allow the higher speeds to work.

My Falcon has a PowerUp2 (32MHz 030)...but even with the accelerator off I can still use maximum 230k4 under MagiC...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1350. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <sr9T2.1214$_c7.58681@news15.ispnews.com>
Source record: 80328

On 20 Apr 1999 11:41:27 , Martin Tarenskeen wrote:
>When I start up my ST and Harddisk, the ST only recognizes the
>Harddisk after a reset. This is an old problem, and I think there is an
>autofolder program that lets the ST wait until the harddisk is ready,
>to solve this (little) problem. Does anyone now the name of this
>autofolder program, and/or an URL where I can download it ?

The name of the program is Silkboot 3 by Mark Slagell. I have seen the program on different ftp sites, but can't remember a specific site. Check the Atari Archives at the University of Michigan. I know for a fact that it's available on Delphi in the Atari Advantage database.

If you can't find it send me e-mail at: villarreal@delphi.com, and I'll e-mail it to you.

1351. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsiv$48f$1@news5.svr.pol.co.uk>
Source record: 80329

On 18 Apr 1999 20:42:29 , Phantomm wrote:

>I installed the new STing 1.20 on my 14meg Falcon last night and
>had no problems at all. I used my old DIAL.SCR, DEFAULT.CFG, and
Ditto.

About the only new thing I found was an option in the dialer config section to have the server allocate a DNS server address at login.

I was disappointed to find that I still can't get the dialer to load different dial scripts via clicking on the config menu's top line and picking a new one with the resulting file selector. It sometimes works but needs several attempts. I reported this to Peter R. a long time ago - anyone else have this problem?

>Setting up HSModem7 for the Falcon is a bit confusing. I'm still
>not sure that I have it set for Maximum performance, I can't
>go above 57600 for some reason and if using a larger resolution
The trade off is the video bandwidth, go for a lower colour range/screen size and you can go for a higher serial port speed. For instance when I had a Nemesis fitted I could do Zmodem at 112500 in 800*608, but there would be loads of errors at 800*608 in 256 colour. The CENTurbo I now have has removed that bottleneck.

>Before I started using STinG I was using HSmodem7 on my Falcon with
>Oasis 1.35E. And the Atari Modem.Cpx. If I am not mistaken the
>Atari Modem.Cpx would only allow 19200. And to obtain higher baud
>rate one had to use HSmodem7 to patch the modem.cpx and use the lower
>baud settings to get something above 19200. This I'm fairly sure was
Basically the remapping facility was to allow you to use speeds over 19200 or 38400 with some older software that didn't have direct access to the higher speeds (such as TeddyTerm and the Cixcomm program that us Cixen use to access Cix conferencing).

>done on my Falcons HSmodem7 set up. Now when STinG came along it
>had its own Serial.Cpx that replaced the Atari modem.cpx and would
>allow higher baud rates than 19200.
The CPX's main use is to set the serial port for some programs that don't have any means of setting the port themselves (such as STinG).

>When I installed STinG, I used the same HSmodem7 programs with it
>that was setup for use with Oasis. Patched to allow higher baud rates
>above 19200. I wonder if this is somehow preventing my Falcon from
>using 57600 or 115200?
Best thing to do is to install a fresh copy of drvin.prg and scc.prg (watch the running order), there's no need to do any patching unless you want to up

the buffers.

>Don't Forget folks that STinG is FREE to the best of my knowledge.
>And has helped many Atari folks finally get their Ataris
>online. We all should be greatful to everyone who has helped
>bring us this excellent application for our Ataris.
Echoed 100%.

>If anyone can e-mail me their working DRIVIN.PRG and SCC.PRG
>that works at 57600 or better on a Falcon then please do so.
I assume that you have been sent copies by now?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1352. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj1$48f$2@news5.svr.pol.co.uk>
Source record: 80330

On 19 Apr 1999 11:01:28 , Krzysztof Maj wrote:
>On Sun 18-04-1999 17:45 (GMT) Michael and Nicole Freeman wrote:
>
>>Well, since we're in the STiNG-upgrading
>>mood now, here's a list of some things I'd like to see done with it:

> 2. *To remove 30 sec delay when sending mail!*
Do you think that this might not be a STinG problem? I noted a delay posting newsgroup messages with Babel (FireNews news up/downloader), a problem that I never get with NEWSie?

But:

3. *A reliable way to change dial scripts from within the dialer*
4. *Have the functions of the STinG internals CPX subsumed into the dialer*

Can someone who has contact with Peter pass these comments along please?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1353. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj3$48f$3@news5.svr.pol.co.uk>
Source record: 80331

On 19 Apr 1999 19:31:54 , Louis wrote:

>Another weirdo is the flowcontrol box in the CPX-es: it is greyed out and
>simply states "unknown"... I'm pretty sure I've seen it displaying
>"RTS/CTS" long time ago when I set Sting up.

It might be worth your while double checking your HSModem installation.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1354. Re: Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj4$48f$4@news5.svr.pol.co.uk>
Source record: 80332

On 19 Apr 1999 09:16:32 , "Paal Monstad" wrote:
>There is a German program Scooter. The program is available in UK in an
>English version, but I can't remember from where. Anyone?

I don't know if there are any copies left but Peter West xlator@cix.co.uk
was the UK distributor (indeed he also translated it!) :-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1355. Re: NEMESIS for Me

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj7$48f$5@news5.svr.pol.co.uk>
Source record: 80333

On 19 Apr 1999 14:43:23 , DarkChyld wrote:
>On 19 Apr 1999 11:30:36 , Derryck Croker wrote:
>
>->I had a talk with System Solutions at the AMS show on Sunday about the
>->flickering pixel problem. Apparently it can be an issue with the particular
>->adaptor board as well as the speed of the RAM itself. The ActionSoft board

> Hi Derryck. Nope, the "visual fx" are not completely benign. At least they
> were not on my Falcon. When running something very intensive like Aniplayer,
> it would give error messages and sometimes crash hard. If I dropped back
> down to Nemesis "LOW", then the visual FX would go away and all programs
> would work fine...

That's very interesting - and a little worrying too! I have to say that I
don't make much use of such as Aniplayer, but the few times that I've used
it and others like Apex I've had no trouble at all. It could be that any
memory corruption might be taking place in unused workspace I suppose.

> A lot seems to depend on the individual Falcon, as well as the Ram board,
> and Ram combinations...This is just my experience.. ;-(

There's little doubt that there are plenty of Falcons around that exhibit
all kinds of problems where others do not - I count myself fortunate to be
counted (mostly) in the latter group.

> Like I said though, why take a chance? Get the most recommended combination
> of Ram and board the first time... I went through, in this order:

Excellent advice, could save a bomb!

> Next? Well, I'm still looking for the Panasonic shielded 72 pin 16 meg SIMM.

I'm in the UK, can't really suggest anywhere. No chance of a bit of
home-made shielding?

> Count up the money I spent on Ram and Ram board upgrades to get where I am
> today. Not funny, huh? Titan told me not to do this, to go with their 1st
> and best recommendation but other Nemesis users kept telling me that each
> of the combos above that DID NOT work for me, DID work for them. Go figure.

I know what you're saying.

> Well, I hope you get a good solid setup soon. Once you do get Nemesis
> working right, you won't want to be without it. I love mine, despite all

I never had a problem with my Nemesis (apart from the flickery pixels), I
get the same effects with the CENTurbo that I now have (which is strange!).

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1356. Re: TT-keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fjsj8$48f$6@news5.svr.pol.co.uk>
Source record: 80334

On 20 Apr 1999 04:59:28 , Slc.Dennis Bishop wrote:
[...]

>I've..broken..some..of..these..and..now..the..spacebar..and..the..left
>side..Shift..does..not..work..I..guess..I'll..have..to..see..if..
>best..elec..has..this..plastic..board.

Mario Becroft's PC keyboard adaptor will be available soon, I think that
you'd be best getting this and a PC keyboard which are cheap enough!

ITMT your floppy disk idea is workable.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1357. STinG (1.20) problems solved

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: mt--------@telebyte.nl
Message-ID: <7fjsv7$90k$1@rubens.telebyte.nl>
Source record: 80335

At last, finally, my STinG 1.20 works the way it should, even with my single tasking setup. I now use the dialer as an APP and not as an ACC, the same works for XCONTROL.
I start XCONTROL.APP, return to the desktop, start DIALER.APP, connect to my ISP, return to desktop, then start CAB or NEWSie, and everything works as planned.
The many reactions on the thread in this newsgroup helped me a lot. Everyone thanx.
I'm just very anxious to read comments from the author(s) of STinG on our experiences.

```
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* e-mail: mt--------@telebyte.nl *
* (Remove -------- from e-mail address before sending me any mail) *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

1358. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371D7CFE.BEC25819@directprovider.REMOVETHECAPITALS.net>
Source record: 80336

```
Larry Richardson a ï¿½crit :
>
> It depends on the upgrade board. Mine required no soldering that I can
> remember... it was just a push-in board that let me use up to 4-1 Meg
> SIMMS.

And what did it push into ? The CPU socket maybe?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1359. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <371D7BB6.47DD@ooc.de>
Source record: 80337

J WILKINSON wrote:

> Opinion seems to vary as to differences between Java and Javascript.

This is not a matter of opinion, but a matter of facts.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1360. Re: Name Your Price for This Software Title!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Q+9CAJAVaXH3Ews6@steverosie.demon.co.uk>
Source record: 80338

In article <19990420182024.12900.00002956@ng118.aol.com>, ZBoy10
<zboy10@aol.com> writes
>Desperately looking for the game titled A Day At the Races. It is a horse
>racing game made for the ST. Want one bad enough for you to name your price.
>Needs to have the original disks and the instruction manual but doesn't need
>the box. Please email me if you have one you wish to unload.

I know this one, published buy RED ('There's always a rate in Atari')
Rat;), I can't remember if they did an ST version or not! I've never
come across it on the ST on the 8-bit!

Donning my Sherlock Holmes hat & magnifying glass, and off I go;) I may
be some time:)

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1361. Re: CAB ?'s (Draconis)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371D7FBA.4638A5D5@directprovider.REMOVETHECAPITALS.net>
Source record: 80339

sacha81@my-dejanews.com a ï¿½crit :
>
> In article <371C4E14.386E1BC7@directprovider.REMOVETHECAPITALS.net>,
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
> > > 3) what about Java and all that for CAB ?
> >
> > No. Never. Don't even dream about Java on anything less than an 060 with
> > 32Mb. JavaScript maybe, it has been announced as part of Draconis, but
> > that is still vaporware of the most ethereal kind.
>
> I need to tell you that Javascript in Draconis is a reality since the last
> so-called "Atari-Messe" (Atari-Show) at Neuss.
> This means you could buy a javascript-capable browser since 10.4.1999.
>
> Greetings
>

Right, I stand corrected. I hadn't visited your website for a while, and
don't remember reading the release announcement. I'll give the
evaluation copy a try...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1362. Re: Atari Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371D7E4A.36C85F5B@directprovider.REMOVETHECAPITALS.net>
Source record: 80340

sheercon a ï¿½crit :
>
> Is it possible to transfer Atari software that has been ported to a PC
> back to an Atari ST?

What?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1363. Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371D8260.2FE52CFA@directprovider.REMOVETHECAPITALS.net>
Source record: 80341

What is the most widespread newsreader around. I'm pretty fed up with using Outlook Express at home. If only I could find an Atari mail/newsreader that would:

-Include both mail AND news
-Have ISO 8859-X character mapping (Newsie doesn't)
-Allow downloading all mail and subscribed newsgroups in ONE CLICK (even Netscape can't seem to do this).

I tried installing Okami a while back, but finally gave up and decided to wait until I got MiNT installed, as all the config files seem to be made for a MiNT filesystem. Would it allow downloading of everything in one click ?

What I want is to launch something then go and have breakfast while STinG would connect, download mail, download newsgroups and then disconnect. Can a STinG script do this with Newswatch and Popwatch ?

What about Amail, Mymail, Firenews, etc... ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1364. Re: Reading Atari ST Single Sided Disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: mharrop@clara.co.uk
Message-ID: <371e7eb3.84996182@news.clara.net>
Source record: 80342

I have a PC program ST2PC A program for making floppy disks formatted
on an Atari ST readable on a PC. If you want a copy just send me a
e-mail.

Michael

On Tue, 20 Apr 1999 11:51:13 -0400, "Robert A. Rosenberg"
<hal9001@panix.com> wrote:

>
>
>Steve Stupple wrote:
>
>> In article <371BB4E6.FD8A6C26@panix.com>, Robert A. Rosenberg
>> <hal9001@panix.com> writes
>> >I am posting this query for a friend. She has some old Atati ST Single
>> >Sided disks that she wants/needs to recover the data from (it is pure
>> >text so the logical format of the data is not an issue). I know that if
>> >they were Double Sided that they would (supposedly) be readable as
>> >normal Windows Disks (possibly first requiring that a zap be done to a
>> >field in the Directory). Does anyone know of a MS-DOS/Windows utility
>> >that would allow Single Sided Disks to be read (the SS format was not
>> >supported by MS-DOS so it will not be seen as a native disk unlike the
>> >DS disks).
>>
>> Hi
>>
>> I use a program called DC Format v3, to add the MS-DOS bits on any disk
>> from my ST's. Windoze can't seem to format single sided, but can read
>> one.
>>
>
>If this is an ST program where can I get it. While not a Windoze utility it
>will probably solve her problem (she is now using a WinTel computer and does
>not know if her old ST is still usable). If it is still usable, just Zapping
>the Disks will save lots of time in trying to read them and then trying to
>port them to the WinTel by Email [or ZMODEM via a Null Modem Cable].
>
>>
>> Actually using CD Format you can have use an extended format and the PC
>> should still be able to read it; as long as you make it MS-DOS
>> compatible;)
>>
>> I can do it for you, taking for granted you are in the UK, and not
>> Kathmandu;)

>
>I'm in the NYC area and she is in Tennessee (both in the USA on the west
>side of the "little pond").
>
>>
>>
>> --
>> Cheers! for now
>> Steve <><
>> The Fuji Bounces Back
>>
>> The Atari ST Software exchange: www.steverosie.demon.co.uk
>> Email: ASX@steverosie.demon.co.uk
>>
>> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
>> Email: Last@steverosie.demon.co.uk
>>
>> Nick: Mocknbird Tel: 0870 7402518
>> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>>
>> Location: Narberth, Pembrokeshire, Wales, United Kingdom
>> **********

Alchemist Tape & +3 Services
Alchemist PD: http://www.mharrop.clara.net/index.htm

1365. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371d7bc61f0ab6e0@holleman.demon.nl>
Source record: 80343

on Wed 21-04-1999 06:52 Derryck Croker wrote:

>On 19 Apr 1999 11:01:28 , Krzysztof Maj wrote:
>>On Sun 18-04-1999 17:45 (GMT) Michael and Nicole Freeman wrote:
>>
>>>Well, since we're in the STiNG-upgrading
>>>mood now, here's a list of some things I'd like to see done with it:
>
>> 2. *To remove 30 sec delay when sending mail!*
>Do you think that this might not be a STinG problem? I noted a delay posting
>newsgroup messages with Babel (FireNews news up/downloader), a problem that
>I never get with NEWSie?
>
>But:
>
>3. *A reliable way to change dial scripts from within the dialer*
>4. *Have the functions of the STinG internals CPX subsumed into the dialer*
>
Hi Derryck,

I've been giving it try # somuch.

Created a new CPX dir, put the Sting Internal and serial ones in, managed
this time to set the Internal to active *and save it* without it going
corrupt, created a new STING dir with all the new stuff plus my old
default.cfg, dial.scr and dial.inf, replaced Sting.prg with the new one
and again the bloody same trouble: it connects OK, then it won't do
anything else. It just runs OK up till after the loginbatch, then checking
the ping it receives a few datagrams, then stops. I can try to run
Newswatch, Popwatch, whatever, it won't do it.

So then I moved back to my old CPX and STING dirs (which were renamed
temporarily of course), shoved back old Sting.prg into the auto and had to
issue *separate* at&r1 and at&k3 commands to my modem first before it ran
again. Even while the startup profile contains those commands, checking
the active profile displays them, I still have to feed it those two before
the setup runs again. That's ONLY after I've been trying the new Sting
version.... so what's wrong with that one?????
I have been running in the past with Sting 1.08, 1.10, 1.12 and 1.15
without any of these stupid problems. Now this one turns up in the new 1.20

I noticed the centr.stx has disappeared from the bunch.
Also, I seem to have no problems with changing dial scripts from within
the dialer, I once set it up thru' the dialer and have reconfigured it by
manually editing the scr. file and by doing it thru' the dialer... never a
problem.

What could be the problem with my HSModem setup when it always did a 100% job on Stalker, Starcall, Semper, Sting all versions up till and including 1.15, even Draconis ran once, I've been running very old comms prgs like Storm and Opus not so long ago and they never gave me one bit of trouble. Now Sting 1.20 sees the lite and the whole bunch goes bananas.... what's that??? U tell me, please!
Oops, I forgot: pppd runs bloody fine on the same setup too..., but you figure that's running Mint/Mintnet. It uses the HSModem stuff also, actually.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1366. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-21 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <7fk4aq$9q4$1@roch.zetnet.co.uk>
Source record: 80344

On 21 Apr 1999 01:01:12 , Joe M. Villarreal wrote:

>The name of the program is Silkboot 3 by Mark Slagell. I have seen the
>program on different ftp sites, but can't remember a specific site. Check the
>Atari Archives at the University of Michigan. I know for a fact that it's
>available on Delphi in the Atari Advantage database.

.. or there's NOROACH (PD).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1367. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7fnpbc$8n9$1@snipp.uninett.no>
Source record: 80145

Jay T. Millar <jmillar@eaglequest.com> wrote:

> Can somebody tell me more, and what these means if anything for the
> future of Atari computing?

It doesn't mean anything for Atari computing, since our current OS'es are
superior to the original GEM in absolutely all aspects.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1368. StinG 1.2 CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqo8mt.1fcrg471g71l0uN@pm-d30.rhein-main.de>
Source record: 80146

Hi,

Anybody with CT2 board have it work?
STING.PRG allways create: 02$ Bus Error (Red Display)

(Two bombs (also an Bus Error) in CT2 normal mode)

Any ideas?

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1369. Re: TT-keyboard-][

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7fnpqnkkt1@bgtnsc03.worldnet.att.net>
Source record: 80147

> I've seen some post saying the STe mega keyboard is the same, but I've
>not seen one myself, so can't say, now if someone has an old broken
>STe Mega sitting around ...

Atari's TT030, MegaSTe and MegaST keyboards are completely interchangeable. Is there something wrong with your TT030 keyboard? Most TT-keyboard problems can be fixed with a new mylar circuit board -- its not a tough job to replace. If you need one, I still have plenty of them in stock.

Sheldon (Computer STudio - Asheville, NC)

1370. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7fnr04$q44$1@wanadoo.fr>
Source record: 80148

On 22 Apr 1999 22:03:14 , draco wrote:
>The point probably is that the latest (?) Aniplayer 2.05 does not
>work under MiNT. It bombs out at initialization time. Funny enough,

Sorry it's a bad pdomain(1)... Try again with v2.05a upload last day
after v2.05 sorry ;-)

Regards,

Didier.

+--+
|Didier MEQUIGNON Aniplayer download: |
|E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/ |
|Address: 25,rue de l'Ascenseur 62510 Arques FRANCE |
|Dev 68K/DSP56001/C on |
|Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp|
+--+

1371. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <371f8174221f6d2@ping.be>
Source record: 80149

on Thu 22-04-1999 02:09 Krzysztof Maj wrote:

>I wrote:
>
>>You need to install: OKAMI, NEWSWATCH, POPWATCH and SPAWNER.
>
>Sorry! I just found in documents that only Okami version 1.35 (and
>above) works properly with NEWSWATCH and POPWATCH.

Where did you find this? I've used Okami 1.34 for a long time myself
with Newswatch and Popwatch without any probs. There is only a little
problem to set up the right path for mail and news retrievement but that's
all. Once the paths are set right Popwatch and Newswatch runs just fine.

>This version was available for a long time on a home page of the author
>but it is no more.

Version 1.35 was an interim version between 1.34 and 2.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1372. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <371f8174221f6d3@ping.be>
Source record: 80150

on Wed 21-04-1999 23:42 Neil Roughley wrote:

> on 22-04-99 Krzysztof Maj wrote:
>
>>On Mon 19-04-1999 21:48 (+0200) Joost Bataille wrote:

>I have the original 1.35b archive -- it's what I use on the TT. It's
>really the author's decision, though, whether its distribution is OK.
>Wasn't Jos particular about making the beta(s) available from sources
>other than his own website?

Yep that's my undertsanding too. That's why I never have uploaded beta versions
to the Belgian ftp-server.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1373. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <371f8174221f6d4@ping.be>
Source record: 80151

on Thu 22-04-1999 10:51 Kenneth Medin wrote:

>On Thu 22-04-99 01:59 (+0200) Krzysztof Maj wrote:
>
>>On Mon 19-04-1999 21:48 (+0200) Joost Bataille wrote:
>>
>I really hope he didn't lose all the sources! Is he still working on
>Okami? I was about to register it but then suddenly the new versions
>were gone from his home page.

It really has lost everything. Fortunately I could send him the latest
beta release. After a month of so he was back were he was just before he
lost his data. Right now he is still working on Okami. When he'll release
a new verison I can't tell you though but when available you will be
surprised. It's really much better then the previous versions

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1374. Re: A Day at the Races (Was: Name Your Price for This Software Title!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$vDZkGAu22H3Ew5z@steverosie.demon.co.uk>
Source record: 80152

In article <slrn7hub9d.nga.mlake@melake.erols.com>, Marshall Lake
<mlake@melake.erols.com> writes
>
>That's all very strange indeed. Have you ever seen the 16-bit version
>of A Day at the Races? If so, was the 8-bit version similar? I seem
>to recall a UK released horse racing simulation that was text based.
>Was the program you had for the 8-bit text based?

No, I've only seen the 8-bit one. This was a mixture of some crude horsy
sprites and the usual table time input etc.

>>A day at the races was released in between 1984 and 1986!
>
>A Day at the Races for the ST was completed in 1988 or 89. We didn't
>begin negotiations with the UK company until after the program was
>released.
>

Obviously, another program with the same name;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1375. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371f6d30ac7551@holleman.demon.nl>
Source record: 80153

on Thu 22-04-1999 11:04 Bram van Kerkhof wrote:

>Don't know if this answers your question:
>according to the owners manual: 'there are 2 serial ports. You can
>connect serial devices to both ports, UNLESS you are using the local
>area network (lan) port. If you are connected to a LAN, serial port 2
>is disabled. The 8 pin DIN connector on the left and one RS232 port
>(serial 2 ???) are controled bij a Zilog 5830 chip Two others are
>2 MFP 68901 chips (modem 1 en 2???)
>Why don't you connect the 14K4 to the serial2 port and give it a try.
>Changing the serial.cpx first of course.
>

Well, it answers it partially... The bl.... (sorry Ronald!) problem is
that my extra serials have been removed when the card was shoved in. So I
simply lost the connectors. The option appears to be to buy an adaptor
LAN/RS232, which is a Maclike item and thus is expensive... Next I can
test the LAN-port and see whether or not it works.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1376. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <371f6d30ac7552@holleman.demon.nl>
Source record: 80154

on Wed 21-04-1999 16:34 Pat & Anna wrote:

>Nope, use Gary Priest's Spawner program to launch POPwatch and NEWSwatch
>(and Okami is you choose) after dialing is complete. Create scripts for
>POPwatch and NEWSwatch to connect, download, disconnect, send, quit etc.
>In my case, I actually have POPwatch check two different Mail servers with
>no intervention from me.
>
>To do this, however, you have to give up one of POPwatch's abilities, the
>ability to retrieve headers and selectively delete unwanted messages. For
>*me*, this was a small trade off.
>

Hi Pat,

if I'm reading you right, it means I loose the killfilter option.

Dunno, I get a lot of junk e-mail, my killfile is already 2 pages large so I'm not so sure. Apart from that, IF I want it automated, it should be fully automated, i.e. leaving the dialler idling around, then it should connect all by itself, do it's job, running News- &Popwatch, and disconnect. Okami could be automated to import/crunch/export automatically, but doesn't have to do that straight after the stuff has come in. As long as that isn't possible, I don't mind hitting a few buttons here and there :-)

BTW: I just found out today that MS Word-97 automatically generates a smiley when you hit :-) on the kbd... wouldn't that be possible on an Atari, since the smiley is present in lotsa fonts (two different chars making up the smiley, like the Fujisymbol)?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1377. Re: ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7fnhuu$g31@james.hwcn.org>
Source record: 80155

In article <7fm33ecse1@pale-rider.INS.CWRU.Edu>, ab453@cleveland.Freenet.Edu (Jim Krych) wrote:
>I have found many musicians loving the power, and ease of use, of the ST.
>
>I wonder if a niche market for a cheap ST clone, for midi software,
>would be worthwile.
~^~^~^

1378. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7fnvlp$qf3$1@news7.svr.pol.co.uk>
Source record: 80156

>
>It doesn't mean anything for Atari computing, since our current OS'es are
>superior to the original GEM in absolutely all aspects.
>
>--
I suspect (hope) it might mean we'll see some very good (read compatible)
GEM environments on the Mac and PC. (I know about MagicMac but it's not
exactly stable on new PowerPC's...)

1379. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <OhvW3EAjb4H3Ew+L@my-ste.demon.co.uk>
Source record: 80157

In article <371F4753.1FA491BB@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> writes

>Yes, but spawner would launch News/popwatch simultaneously and then
>these would wait for me to go and manually download everything. Then I
>would have to disconnect and hangup STinG manually.

Spawner can launch NEWSWatch and POPWatch singly if you add a '!' before
the program path. It's then just a case of picking the correct switches
to make them connect, send, retrieve, disconnect and quit. What you'll
probably end up with is something like this as you're 'spawner.dat' file

#Run POPWatch
![full-path]\POPWATCH.PRG /t /s /c /r /d /q

#Run NEWSWatch
![full-path]\NWATCH.PRG /t /p /r /q

--
David Bolt

1380. Re: TT-keyboard-][

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9904221633330.17994-100000@moose.erie.net>
Source record: 80158

My TT (white) came from the factory with a Mega STe (gray)
keyboard! So, I guess i would say that they're interchangeable!

On 22 Apr 1999, JI Logan wrote:

> On 22 Apr 1999 00:14:52 , Slc.Dennis Bishop wrote:
>
> | . . . .
> | I've seen some post saying the STe mega keyboard is the same, but I've
> |not seen one myself, so can't say, now if someone has an old broken
> |STe Mega sitting around ...
>
> I certainly have used TT and MegaST keyboards interchangeably. I
> have access to a MegaSTe but have not tried swopping keyboards but I
> would guess they would work.
>
> John Logan
>
>

1381. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7fo2nplus1@news.inet.tele.dk>
Source record: 80159

>From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
>Date: Thu, 22 Apr 1999 17:55:44 +0200
>
>I agree, just the fact that it's from MS makes me want to puke, but the
>fact is, it's the only mail/newsreader that can connect, download and
>disconnect in one go.

That`s not so, - the ASH Emailer does the very same thing.
You start the Emailer,- it`ll start Iconnect, - log on and get your mail
and the news and disconnect when finish.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1382. Re: Mr Bales

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7fo2nrlus2@news.inet.tele.dk>
Source record: 80160

>From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
>
>That is how knowledge spreads on usenet.

Yep,- I been using that practice for the last 5 years. Learned a lot
by reading others question and answers.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1383. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924815488.25766.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 80161

Krzysztof Maj wrote in message <371e78a42a8c171@smok.krakus.top.pl>...
>I wrote:
>
>>You need to install: OKAMI, NEWSWATCH, POPWATCH and SPAWNER.
>
>Sorry! I just found in documents that only Okami version 1.35 (and
>above) works properly with NEWSWATCH and POPWATCH.
>This version was available for a long time on a home page of the author
>but it is no more.

In what way don't they work together? I used Okami from 1.32-ish with
POPwatch and NEWSwatch, and 1.34+ was very stable, no problems as far as I
could tell. I think this is the version currently on the Okami site.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1384. WTB: OLD game system (800 series) + games

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: critcash@aol.com
Message-ID: <19990422180002.26334.00000228@ng-fs1.aol.com>
Source record: 80162

I am interested in the old 1980's game computer like the 800 or 1600 with Pac man & centipede and mostly Star Raiders games (+asteroids too maybe)

Anybody got anything?

Todd
critcash@aol.com

1385. Re: Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7fo7vn$r5j$1@athena.netset.com>
Source record: 80163

In article <371C4F10.976D8CCC@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
>
>John Perez a crit :
>>
>> Greetings,
>>
>> Does anyone out there have a hard disk installable version of
>> Dungeon Master or Chaos Strikes Back? I own both of these titles
>> (actually, multiple copies of each) and would like to play them again,
>> without some of the hassle if possible.
>>
>
>No, the disk protection was too tricky to work around.
>
>Nick

Actually Howad Chu managed years ago. There used to be a doc file
floating around that told how to do it.

Dan Ackerman
aka baldrick@netset.com

1386. Re: Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Russ Magee <rmagee@audesi.com>
Message-ID: <371FAB16.254D91FB@audesi.com>
Source record: 80164

Dan Ackerman wrote:
>
> In article <371C4F10.976D8CCC@directprovider.REMOVETHECAPITALS.net>,
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
> >
> >
> >John Perez a ï¿½crit :
> >>
> >> Greetings,
> >>
> >> Does anyone out there have a hard disk installable version of
> >> Dungeon Master or Chaos Strikes Back? I own both of these titles
> >> (actually, multiple copies of each) and would like to play them again,
> >> without some of the hassle if possible.
> >>
> >
> >No, the disk protection was too tricky to work around.
> >
> >Nick
>
> Actually Howad Chu managed years ago. There used to be a doc file
> floating around that told how to do it.
>
> Dan Ackerman
> aka baldrick@netset.com

I would also VERY MUCH like to hear of this solution. I have originals
of DM and
CSB that I worry will up and die someday, and I'd like to have them on
Hard Disk.
Easier to preserve that way..

1387. Website address "book"

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <371faab0$0$15924@news.zetnet.co.uk>
Source record: 80165

There are a lot of very useful websites posted but the problem is that you don't necessarily need it just then and if you add it to the Hotmail in CAB in case you need it later you simply end up with a huge file on screen.

Does anybody know of an "address book" that these can be stored in automatically, on a "cut and paste" basis perhaps? At the moment I am doing this into a .txt editor but it would be nice if there was some sort of database you could use that could be accessed by CAB.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1388. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <371f500ab29440@ford-trucks.com>
Source record: 80166

on Thursday 22-04-1999 19:39, Louis wrote:

>if I'm reading you right, it means I loose the killfilter option.

Nope, sorry if I was unclear. The kill filters work fine; you lose the
manual kill ability. Obvious, I suppose, since the download is now
automated.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
A computer program does what you tell it to do, not what you want it to do.

1389. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <371f500ab29441@ford-trucks.com>
Source record: 80167

on Thursday 22-04-1999 18:01, Nicholas Bales wrote:

>Can you do this ? I didn't know that news/popwatch were scriptable. This
>sounds like exactly what I'm after. Could you send me the script files
>that you use ?

I see David Bolt already provided a "typical" script so I won't bother
you with more unless you have questions. The script's are unique to
NEWS/POPwatch and the syntax is clearly spelled out in the docs. The only
missing piece is you *do* have to hang up at the end of the session. I
usually check back in five or ten minutes and all is done.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
Can anything be sadder than work left unfinished? Yes, work never begun.

1390. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <371f500ab29442@ford-trucks.com>
Source record: 80168

on Thursday 22-04-1999 10:51, Kenneth Medin wrote:

>I really hope he didn't lose all the sources! Is he still working on
>Okami? I was about to register it but then suddenly the new versions
>were gone from his home page.

As others have said, Jos has managed to recover and take Okami way beyond
its point of development before the crash.

Unfortunately, v2.0 has not been made publicly available.

My suggestion is to write to Jos, personally, and express interest in the
program. Let him know you want it and, hopefully, its development can be
resurrected.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
Imagination is more important than knowledge. -- Einstein

1391. O.K. Lets Try This

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fnrsb$2ri$1@ns1.thpl.lib.fl.us>
Source record: 80169

Atari SC 1224 color monitor 50.00 including shipping to anywhere in the United States by parcel post insured. e-mail please.
sfpu@scfn.thpl.lib.fl.us

1392. FS: Gen-U-Wine Atari Mouse

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fnrug$2ri$2@ns1.thpl.lib.fl.us>
Source record: 80170

Yes the real thing 13.00 includes shipping by US Priority Mail to anywhere in the United States e-mail replies please. sfpu@scfn.thpl.lib.fl.us

1393. ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <371F7E16.691F@geocities.com>
Source record: 80171

So, is there a program for doing ICQ on the Atari yet?

I heard about it on another newsgroup....

"you can get icq at http://www.mirabilis.com/
- -- icq is like the old bbs chat windows, you talk to someone
relatively real-time, and can send/recieve files, etc."

Sounds... Veerrryy interesting. :)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1394. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924908340.11729.0.nnrp-03.9e985e5c@news.demon.co.uk>
Source record: 80172

Nicholas Bales wrote in message
<371F46EA.A2D56B6C@directprovider.REMOVETHECAPITALS.net>...

<snip>
>> STinG's login batch facility by itself isn't OK for this kind of thing:
it's
>> meant to launch programs sequentially so only works with things like the
>> time setter program.
>>
>
>Actually, I would like it to do this sequentially, so that it can hangup
>the modem once it has finished.

It doesn't work though (I tried!). The login.bat thing doesn't seem to work
properly with GEM programs. IIRC, Peter R went into the ins and outs of it a
while back. This is why Gary wrote Spawner (the name of which I couldn't
remember in my last post).

>I'm wondering if the best way wouldn't actually be NOS. Does it support
>scripting ?

You may be right. It does support some form of scripting, but you might need
something extra to detect when to hang up and actually do it. It's a loooong
time since I used it myself and I never did unattended downloads. The fact
that there were various BBSs using NOS to collect/send stuff to/from the
internet implies that this might be the way to go.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1395. Yahoo Mail with CAB/Sting?

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: csh@agate.net
Message-ID: <7flqrr$5p3$1@usenet41.supernews.com>
Source record: 80195

Has anyone gotten CAB 2.7/STing 1.20 to work with Yahoo Mail... I though I had it working, but now it just gives me Cookie errors...

--chris

csh@agate.net

"Our seeds sown larger |"Arise
Our roots will go deeper | Alive
Our trees will grow larger | Strive to win and live
and now we wait the rain" | to please your mind"

1396. ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <371E6F41.A015E4AF@studio9.demon.co.uk>
Source record: 80196

Just a quick bit of reportage from the world of MIDI, you know the one the ST kick started way back in the mid eighties ...

A year or so ago Yamaha released the CS1x synthesiser. An excellent instrument that has sold bucketloads. In the synth section of their site there is a link for downloading various goodies for your CS1x. It includes Cubase mixermaps, for PC, MAC and ... Atari ST.

Good on ya Yamaha,
jim

http://www.yamaha.co.uk/synth/html/f_curent.htm

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

1397. Looking For old St Adventure Game

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: deano@sillysoftware.freeserve.co.uk
Message-ID: <371e7559.1982271@news.freeserve.net>
Source record: 80197

I'm looking for a game mentioned in the game Crime City (graphic adventure...Its called The Hand Of ST James), has anyone heard of it?

Deano
Deano@sillysoftware.freeserve.co.uk
http://www.sillysoftware.freeserve.co.uk/index.html

1398. Re: calamus 98

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <0NuT2.130$DP.1388@198.235.216.4>
Source record: 80198

On 18 Apr 1999 06:31:35 , Steve Hammond wrote:

>
>Brian, In SL 98 when you go to print with an inkjet like your HP 660C
>make sure that you have "Ordered Dithering" enabled. This will make
>raster graphics print a lot better. If the colors look flat or grayed
>out, you will need to reset the control lines also, specifically the
>UCR/GCR lines in the color separation module.

Thanks for the information. I am certain I have it in all these manuals and updates. Yes the colours were looking grayed.

>I don't think the program will "bomb" if it is loaded more than two
>times-ala "Studio Photo".

Yes, this is my fear. I have one working version left on the Falcon. I tested backups and harddrive backups and all it does is bomb. The original floppy is all used up two. I actually want to take the program over to the TT and deinstall it from the Falcon. But since I am afraid to loose it, I am leaving on the Falcon until the next hd crash and then good riddence.

Thanks again.
>Steve Hammond
>.

1399. FAon eBay: no reserve 76 MIB Atari 520ST,1040ST, Mega ST games, software lot

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: autojman@aol.com
Message-ID: <19990421224853.13583.00000240@ng-ce1.aol.com>
Source record: 80199

Worry free seller. 470+ feedback. Selling off my whole Atari collection. I'm starting with my computer stuff first. NO RESERVE!!!!!!!!!!! $9.99 starting you get 76 different MIB games and software. Take a LOOK

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=94264012

cut and paste link above. THanks and please check my other Atari lots too. THX

1400. Re: ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7fm33ecse1@pale-rider.INS.CWRU.Edu>
Source record: 80200

I have found many musicians loving the power, and ease of use, of the ST.

I wonder if a niche market for a cheap ST clone, for midi software,
would be worthwile.

Jim
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

1401. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371E8693.C04E5819@ihug.co.nz>
Source record: 80201

Hi there,

Uwe Seimet wrote:
>
> J WILKINSON wrote:
>
> > Opinion seems to vary as to differences between Java and Javascript.
>
> This is not a matter of opinion, but a matter of facts.

True. However 'facts' are only what novices like myself read from
websites created by people who believe they know better...in that
way its like psychiatry...psychiatrists imposing self-righteousness
upon those who know no-better, to 'declare' right or wrong...

Anyway, I'm happy with Javscript...it does enough for me for now...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1402. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371E8ABB.CB2F8781@ihug.co.nz>
Source record: 80202

Hi there,

Steve wrote:
>
> J WILKINSON <jwandjw@ihug.co.nz> wrote:
>
> > Also Videl Inside can be found on ftp sites. I run 800x592x256 colours
> > on VGA screen with this. I also run 768x576x65536 colours, on my Atari
> > SC1224 RGB monitor on a 25" Sony TV (perfect PAL broadcast resolution!
> >).
>
> What kind of frequency does this display at (vga one, I mean)?

The 800x592x256c display updates at a lowish 51 Hz. Some people
can't watch that, while others (like me) think its fine. I can
get a little more refresh rate out of it but the higher that goes
the lower my machine performs...

I'm only using a 14" VGA screen so more than 800x600 is getting a
little small to read...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1403. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371E8BA4.A238CE21@ihug.co.nz>
Source record: 80203

Hi there,

Steve wrote:
>
> btw, what's Titan's web site address? (and any other UK Atari companies)

Sorry! Forgot this bit!! :)

Point at

http://www.titan-bss.co.uk/

Also System Solutions are at...

http://dialspace.dial.pipex.com/town/avenue/abr73/

Cheers,

Chris W.
/|\

1404. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371E8C61.B411532B@ihug.co.nz>
Source record: 80204

Hi there,

Steve wrote:
>
> but I'm considering a Falcon with Screenblaster/Blow Up and wondered
> what kind of frequencies this combo would give at around 800x600 ish in
> either 16 or 256 cols.

I also forgot this bit! ;^)

Please also remember that 800x592x256c on VGA at 51 Hz refresh is
achieved with -software only-. The hardware BlowUp and Screenblaster
should give much better refresh rates...

L8R,

CW.
/|\

1405. Micq 4.0 port to STiK API released

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7fm5titfp1@athena.netset.com>
Source record: 80205

You wanted it, you got it. I believe I finally got the last of
the annoying bugs out of my port of Micq to the STiK API.

Micq is a very nice command line icq clone from the linux world.
Micq is not my work in the least. I mearly did the necessary changes to
get it working under TOS and the STiK API. For complete info on the
author and everyplace you need for micq help, read the documentation.

I believe all the functions are working now and it has been
tested under STiK and GlueSTiK. STiNG should also work as well.

Now all you need is someone to make a GEM client out of it.

Anyone interested feel free, the original code is under the GPL
and I make no claims to my changes. They should all be #ifdef'd as well
so porting future versions shouldn't be that hard. If you do decide to
put a GEM interface on this code and have any questions about my changes
feel free to email.

Well all this is in the doc files in the archive, so I'll let you
go. Have fun.

Dan Ackerman
aka baldrick@netset.com

What was that? I didn't give you the URL?

Well it's http://www.netset.com/~baldrick/products.html

1406. Re: ATARIANS UNITE!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: nbs@sonic.net
Message-ID: <7fm7hp$18l$2@ultra.sonic.net>
Source record: 80206
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Andreas Magenheimer (magea000@mail.uni-mainz.de) wrote:
: Hello folks,
: searching for some Hardcore-Atari-Fanatics, here is one:
:
: MY NAME: Bill Kendrick
: LOCATION: Davis, California, USA
: E-MAIL ADDRESS: bill@newbreedsoftware.com
: COMPUTER TYPES: 800XL + 256K RAM, 1200XL + 512K RAM and IDE HD (waiting for
it to arrive!), Atari Lynx, Atari 2600, 1050, PC running Linux and femul
: FAVOURITES: a) Games: Star Raiders, Boulderdash, god.. too many!
: EMULATORS: Atari800 for Linux
: MEMBERSHIP/USER-GROUP: Member of YAC (Davis)

I also run XL Search, the Atari 8-bit FTP search engine:
http://xlsearch.atari.org/
& http://www.newbreedsoftware.com/xlsearch/

And maintain (although there's not too much to do, and too little time to
do what there is to do) the Atari 8-bit portion of the Merit archives,

http://www.umich.edu/~archive/atari/8bit/

-bill!

1407. Hard drive Defragmentation Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fm72j$4t94@news.ajou.ac.kr>
Source record: 80207

Greetings Atari Folks,

I am looking for some Hard Drive utility software that
will defrag drive partitions over 400megs and up.

I have a older version of Diamond Edge v.1.10 and it
seems to not work with partitions over 300 megs or so.

Any suggestions is appreciated,
phantomm@kih.net

1408. STinG 1.20 - Where's the old TCP.STX

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7fmak3dde1@bomb.dynamite.com.au>
Source record: 80208

I had no trouble whatsovever getting STinG 1.20 working, either on my TT or MSTe. On the TT it is fast and a pleasure to use.

However, the MSTe still seems to be affected by the problem that I, along with others, suffered from with STinG 1.15 on both computers - that of speed.

The MSTe is good for about 350-400 bytes/second in circumstances where the TT woukd be running my modem to the limit. With v 1.15 the cure was to use the penultimate version od TCP.STX, but we ain't got such a beast with v 1.20

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1409. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: rpandion@hotmail.com
Message-ID: <7fml8v$t37$1@nnrp1.dejanews.com>
Source record: 80209

In article <371E8C61.B411532B@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
>
> Please also remember that 800x592x256c on VGA at 51 Hz refresh is
> achieved with -software only-. The hardware BlowUp and Screenblaster
> should give much better refresh rates...

Could you please post more information on the way you reached that resolution. I personally own a SVGA monitor and I'd never managed to get so high. I'd like to reach such a resolution.

So please, could you tell me the software you used and the settings you specified.

Thanks in advance.

RIP

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1410. IDE Hard drive for me, anybody?

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: wvejumper@aol.com
Message-ID: <19990422020117.10113.00000379@ng93.aol.com>
Source record: 80210

I've given up on the my current 2.5", notebook IDE (a 800 meg Toshiba, now
available for sale at asking price) ever workin on my Falcon.
Does anybody have a 2.5" IDE drive for me that'll get my Falcon flying again?
Thanx,
phil
ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½wavejumperï¿½ï¿½ï¿½ï¿½`ï¿½ï¿½ï¿½ï¿½ï¿½,ï¿½ï¿½,ï¿½`ï¿½ï¿½ï¿½ï¿½

1411. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7fmg4o$gj5@newstoo.ericsson.se>
Source record: 80211

In article <371D8260.2FE52CFA@directprovider.REMOVETHECAPITALS.net>, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> writes:
>
>What is the most widespread newsreader around. I'm pretty fed up with
>using Outlook Express at home. If only I could find an Atari
>mail/newsreader that would:

Outlook .... Arrrggghhhhhh...
I understand you like to have another news reader.

>-Include both mail AND news
>-Have ISO 8859-X character mapping (Newsie doesn't)
>-Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
>Netscape can't seem to do this).
>
>I tried installing Okami a while back, but finally gave up and decided
>to wait until I got MiNT installed, as all the config files seem to be
>made for a MiNT filesystem. Would it allow downloading of everything in
>one click ?
>
>What I want is to launch something then go and have breakfast while
>STinG would connect, download mail, download newsgroups and then
>disconnect. Can a STinG script do this with Newswatch and Popwatch ?
>
>What about Amail, Mymail, Firenews, etc... ?

On mymail there will be news support but i have lot of work left to do on this
before it is finnished.
It will have support for ISO 8859-1 as mymail already have this.
At the moment it is only plans for online reading of news
and maybe later it will be offline added.

/Erik Hall

1412. Re: Micq 4.0 port to STiK API released

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7fmpminv1@nnrp1.dejanews.com>
Source record: 80212

In article <7fm5titfp1@athena.netset.com>,
baldrick@dilbert.netset.com (Dan Ackerman) wrote:
>
> You wanted it, you got it. I believe I finally got the last of
> the annoying bugs out of my port of Micq to the STiK API.
>

Thank you, Thank you, Thank you, Thank you, Thank you! ;)

I will try this out ASAP.

Regards,

Joakim

>
--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1413. Re: STinG (1.20) problems solved

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7fmkjq$qo8$1@rubens.telebyte.nl>
Source record: 80213

On 21 Apr 1999 15:13:42 , John Garone wrote:
>>single tasking setup. I now use the dialer as an APP and not as an
>>ACC, the same works for XCONTROL.
>>I start XCONTROL.APP,
>
>
> Can you leave XCONTROL as an ACC?
> (All works fine on my Falcon!)
>
Yes I can leave XCONTROL as an ACC without problems. I just wanted to
remove all ACC's to keep available memory as large as possible, and to
avoid problems (even if they don't exist). But the DIALER as an ACC
does give serious problems.
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
****

1414. Re: ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7fmlbs$qo8$2@rubens.telebyte.nl>
Source record: 80214

On 22 Apr 1999 01:37:21 , jim wrote:
>Just a quick bit of reportage from the world of MIDI, you know the one
>the ST kick started way back in the mid eighties ...
>
>A year or so ago Yamaha released the CS1x synthesiser. An excellent
>instrument that has sold bucketloads. In the synth section of their
>site there is a link for downloading various goodies for your CS1x. It
>includes Cubase mixermaps, for PC, MAC and ... Atari ST.
>
>Good on ya Yamaha,
>jim
>
Is there a difference between a mixermap file for Cubase/Atari and
Cubase/PC ?
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
****

1415. Re: A Day at the Races (Was: Name Your Price for This Software Title!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <iETuuOAtptH3Ewo5@steverosie.demon.co.uk>
Source record: 80215

In article <slrn7hsm5o.dr1.mlake@melake.erols.com>, Marshall Lake
<mlake@melake.erols.com> writes
>
>I was half owner in TEAM Software. And I wrote most of "A Day at
>the Races". The company you mentioned above that did Lombard Rally was
>situated in the Isle of Wight. We had some dealings with them early on
>(many years ago). They were supposed to do a port of "A Day at the Races"
>to the Amiga. But our dealings fell through and the port never happened.
>They did, however, distribute "A Day at the Races" for the ST in the UK.
>Could you be confusing that with an 8-bit version? There was never any
>8-bit version released that I am aware of. A port was started to the
>Commodore 64 in the States but canned after a few months.
>

Sorry! but I'm not confusing it at all. It was called 'A day at the
races' and I got it on tape for my 130XE!

A neighbour liked it that he got it for his 600XL.

I sent my dosh to Manchester, that's the place I think of when I think
of Red Rat.

Maybe their was 2 versions! At the time I'm talking about Red Rat did
quite a bit of Atari 8-bit work. Their claim to fame was to give 8-bit
users the software that was being produced for the other 8-bit machines.

I think Team came in the scene after this. I can remember that a press
release said that due to financial reasons they could no longer support
the 8-bit userbase and where thinking of producing software for the
other machines; or something along that nature.

A day at the races was released in between 1984 and 1986!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1416. Re: terrible ... virus!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <nEMveRARrtH3Ewol@steverosie.demon.co.uk>
Source record: 80216

In article <7fl8u6hkv7@news1.xs4all.nl>, Stichting ST
<atarist@xs4all.nl> writes
>The infection goes on.
>How does it spread.?
>Latest victim: Jo Vandeweghe on 20 april in message 'CAB ?'s
>
>About 10 percent of his text contains now already '...'
>
>And it is rising!!!!

It wouldn't be 'period pains';)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1417. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <371ef17210c3c10@tripnet.se>
Source record: 80217

On Thu 22-04-99 01:59 (+0200) Krzysztof Maj wrote:

>On Mon 19-04-1999 21:48 (+0200) Joost Bataille wrote:
>
>>This FTP-site works well but the Okami zipfile (only 182 kB?) seems
>>to be corrupted.
>
>You are right! :(((
>Unfortunately I have no more this version on my disk :((((((((((
>I am affraid Jos hasn't this version also, because of hard disk crash
>he have had. I guess, it's the reason this version was not released.
>Maybe someone else has it? (ver. 1.35b issued at the end of August 1998)

I really hope he didn't lose all the sources! Is he still working on
Okami? I was about to register it but then suddenly the new versions
were gone from his home page.

Anyway I do have a BETA135.ZIP with newest file date 98-08-25 OEXPIRE.TTP
and a BETA20.ZIP with newest file date 98-11-22 O.PRG

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1418. Re: Mr Bales

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990422120906.16065A-100000@hal.fishpool.com>
Source record: 80218

There is _one_ situation when it _is_ appropriate to reply via e-mail,
when responding to a "For Sale" post; others in the newsgroup do not
want to know about other people's offers, so you reply directly to the
author of the message if you're interrested in their goods.

Obviously, your intentions were not bad, so let's all move on.. ;-)

On 21 Apr 1999, James R. Saleeby wrote:

> My intention was not to clutter up the newsgroups with extranius "horse
> manure".that is the reason I asked for e-mail replies not to receive
> derogatory remarks from individuals. James

Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://www.megacom.net/~q-funk/TT030/
New MiNT Distribution http://members.tripod.com/~TT030/nmd.htm
---

1419. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <371ef422b191c0@gelrevision.nl>
Source record: 80219

on Wed 21-04-1999 19:35 Louis wrote:

>on Wed 21-04-1999 14:49 Bram van Kerkhof wrote:
>
>>on Wed 21-04-1999 08:18 Louis wrote:

>Speaking about bps-2, I think I'm gonna switch my modem for a 56K one. Got
>one question: since I blew modemport-2 (my own stupid fault, one shouldn't
>plug a modem hot) I am just wondering whether or not the two serial extra
>ports and the LAN port will work OK or not? Perhaps they share the same
>controller and are now gone too?
>
Don't know if this answers your question:
according to the owners manual: 'there are 2 serial ports. You can
connect serial devices to both ports, UNLESS you are using the local
area network (lan) port. If you are connected to a LAN, serial port 2
is disabled. The 8 pin DIN connector on the left and one RS232 port
(serial 2 ???) are controled bij a Zilog 5830 chip Two others are
2 MFP 68901 chips (modem 1 en 2???)
Why don't you connect the 14K4 to the serial2 port and give it a try.
Changing the serial.cpx first of course.

SU Bram

1420. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <371eff0c13a0380@gelrevision.nl>
Source record: 80220

on Wed 21-04-1999 09:52 Louis wrote:

[SNAP]
>Sofar I'm real happy with Okami, I need to launch it manually, also launch
>Newswatch and Popwatch manually, they both need clicks to get to work and
>I have to be there and issue the "clicks" :-)
>
>I use it for news and mail, it's perfectly doing its job and I use Newsie
>only for online newshandling, like binary groups. It does that perfect too.
What do you mean by online news handling by Newsie??
I only get headers by puting an equal sign before bin group in
NNTP.DAT. The keymap.inf file says:
*M save-mid c:\okami\news\get
Pressing alt M during highlighting an article in the newslist makes a
file in c:\okami\news.
The next to you start Newswatch those arlicles will be completely
fetched.

SU Bram

1421. Re: ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371EF972.9AA86B9D@studio9.demon.co.uk>
Source record: 80221

Martin Tarenskeen wrote:

> On 22 Apr 1999 01:37:21 , jim wrote:
> >Just a quick bit of reportage from the world of MIDI, you know the one
> >the ST kick started way back in the mid eighties ...
> >
> >A year or so ago Yamaha released the CS1x synthesiser. An excellent
> >instrument that has sold bucketloads. In the synth section of their
> >site there is a link for downloading various goodies for your CS1x. It
> >includes Cubase mixermaps, for PC, MAC and ... Atari ST.
> >
> >Good on ya Yamaha,
> >jim
> >
> Is there a difference between a mixermap file for Cubase/Atari and
> Cubase/PC ?

No I don't think so. I've only looked at/worked with PC or MAC based cubase a little bit but as far as I can see they have never added any further facilities to the mixermap editor - they don't need to really as they got it right first time! For that matter Atari and PC/MAC cubase versions differ very little, except of course all the new VST stuff. So mixermap should be cross platform.

jim

>
> **
> * That's it folks ! *
> * *
> * Martin Tarenskeen *
> * Homepage: http://www.telebyte.nl/~mt *
> **

1422. Re: Atari Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <371EFDFB.19059E6C@studio9.demon.co.uk>
Source record: 80222

Hiya, I thought thats what you meant! Well yeah it should work, mostly. Trouble is lots of commercial games used funny formatting parameters to stuff more on a disk and/or copy protect the software, often they'd stick something unusual in the bootsector. If you have problems try getting hold of something like Magic Shadow Archiver. I don't know much else about this stuff so you're better off getting in touch with some emulator types.

jim

>
> I have some atari files that I downloaded off the net and they run using an
> Atari emulator. I think thegames are usually best when played on a real Atari.
> I just save the file directly to an IBM formated 720k floppy and it will work?
>
> Thanks,
> Brian

1423. FS ST software

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371F01C6.94AAD63E@patent.gov.uk>
Source record: 80223

I have Microprose Golf and Railway Tycoon for sale at ï¿½5.00 + pp

Bob King

also at:

rking@zetnet.co.uk

1424. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371F0112.AFD08141@patent.gov.uk>
Source record: 80224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I bought one a while ago from System Solutions. I think for about ï¿½30 inc. p&p. I think they use a german supplier. I will drag out the receipt. I never got it fitted. I think I bent one of the side contacts, the amount of pressure needed to seat in the socket is frightening. When I managed about 3/4 way down all I got was noise. At least I could get it out and didn't crack the socket. The only reason I got it was for Photoline. If I get another I will get SS or whoever to fit it, on a 'if it dont work, I dont want it' basis. I was going to bring my falcon to Stafford this month, but couldn't make it.

Bob King.

also at:

rking@zetnet.co.uk

Levien van Zon wrote:
>
> Can anyone tell me for how much can a new MC68882 FPU can be obtained
> these days? Thanks,
>
> -=Levien

1425. Fuji sighting....

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Adrian Bradshaw <adrian@usanda.co.uk>
Message-ID: <7fn0ha$3oa$1@gxsn.com>
Source record: 80225

There was an ST on BBC news the other night as part of a piece about electricity prices. They used an example of a musician who was using an ST and SM124 monitor (he was running Cubase).

1426. Re: A Day at the Races (Was: Name Your Price for This Software Title!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: mlake@melake.erols.com
Message-ID: <slrn7hub9d.nga.mlake@melake.erols.com>
Source record: 80226

>>I was half owner in TEAM Software. And I wrote most of "A Day at
>>the Races". The company you mentioned above that did Lombard Rally was
>>situated in the Isle of Wight. We had some dealings with them early on
>>(many years ago). They were supposed to do a port of "A Day at the Races"
>>to the Amiga. But our dealings fell through and the port never happened.
>>They did, however, distribute "A Day at the Races" for the ST in the UK.
>>Could you be confusing that with an 8-bit version? There was never any
>>8-bit version released that I am aware of. A port was started to the
>>Commodore 64 in the States but canned after a few months.

>Sorry! but I'm not confusing it at all. It was called 'A day at the
>races' and I got it on tape for my 130XE!
>
>A neighbour liked it that he got it for his 600XL.
>
>I sent my dosh to Manchester, that's the place I think of when I think
>of Red Rat.
>
>Maybe their was 2 versions! At the time I'm talking about Red Rat did
>quite a bit of Atari 8-bit work. Their claim to fame was to give 8-bit
>users the software that was being produced for the other 8-bit machines.

That's all very strange indeed. Have you ever seen the 16-bit version
of A Day at the Races? If so, was the 8-bit version similar? I seem
to recall a UK released horse racing simulation that was text based.
Was the program you had for the 8-bit text based?

>I think Team came in the scene after this. I can remember that a press
>release said that due to financial reasons they could no longer support
>the 8-bit userbase and where thinking of producing software for the
>other machines; or something along that nature.
>
>A day at the races was released in between 1984 and 1986!

A Day at the Races for the ST was completed in 1988 or 89. We didn't
begin negotiations with the UK company until after the program was
released.

--
Marshall Lake - mlake@melake.erols.com - http://melake.erols.com
http://melake.erols.com/~the-beach http://melake.erols.com/~genealogy

1427. GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: "Jay T. Millar" <jmillar@eaglequest.com>
Message-ID: <371F369F.4CB0251A@eaglequest.com>
Source record: 80227

Am I late on this one?

In any case, as an old-time Atari user I took this as an interesting new sign. On the web site http://slashdot.org an article was posted saying that GEM was released under the GPL by Caldera (Linux Distribution Company). Here is the web site where more information can be found: http://www.devili.iki.fi/cpm/gemworld.html

Can somebody tell me more, and what these means if anything for the future of Atari computing?

Jay Millar
jmillar@eaglequest.com

1428. Re: Stacey, TT, Falcon Wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Doug Wheeler <dwheeler@isd.net>
Message-ID: <7fnd52bpe1@blackice.winternet.com>
Source record: 80228

Best Electronics (http://www.best-electronics-ca.com/) has all of these (reconditioned) in stock. Their prices seem a bit high (a.k.a. outrageous), though.

Die dulci fruimini.
--Doug

William von Hagen <wvh@gethip.com> wrote in message news:371E61C1.B88248D0@gethip.com...
> I'm looking for any or all of these. Please let me know if you have one,
> and what you want for it. I suppose that this is a vain quest, but it
> doesn't hurt to ask!
>
> Thanks!
>
> Bill

1429. Re: Mr Bales

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371F453B.25370264@directprovider.REMOVETHECAPITALS.net>
Source record: 80229

"James R. Saleeby" a ï¿½crit :
>
> Thank you for your remarks concerning my question regarding upgrading of
> the 520 STfm. However, your remarks sthat if I could not return to this
> newsgroup to read the replies that I should not post was not called for.
> My intention was not to clutter up the newsgroups with extranius "horse
> manure".that is the reason I asked for e-mail replies not to receive
> derogatory remarks from individuals. James

As the others say, the whole point of usenet is sharing. No question is
"horse manure", even if it's a FAQ question.

The common practice is to read a newsgroup for a few days so as to be
able to judge by yourself the level of your question and whether it is
on-topic for the given group. In this case, even if it may have appeared
as a newbie question, that doesn't make it pointless. Somebody else may
have been asking the same question and was happy to share the answer.
That is how knowledge spreads on usenet.

No hard feelings.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1430. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371F4680.82B85997@directprovider.REMOVETHECAPITALS.net>
Source record: 80230

Erik Hall a ï¿½crit :
>
> In article <371D8260.2FE52CFA@directprovider.REMOVETHECAPITALS.net>, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> writes:
> >
> >What is the most widespread newsreader around. I'm pretty fed up with
> >using Outlook Express at home. If only I could find an Atari
> >mail/newsreader that would:
>
> Outlook .... Arrrggghhhhhh...
> I understand you like to have another news reader.
>

I agree, just the fact that it's from MS makes me want to puke, but the
fact is, it's the only mail/newsreader that can connect, download and
disconnect in one go.

I don't care about marking the messages I want to download, because I
usually download them all, and it takes more time online to do that than
to simply download the whole thing. And phone bills in this part of the
world are EXPENSIVE!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1431. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371F46EA.A2D56B6C@directprovider.REMOVETHECAPITALS.net>
Source record: 80231

John Whalley a ï¿½crit :
>
> Louis wrote in message <371d91c2201d79d0@holleman.demon.nl>...
> >on Wed 21-04-1999 09:46 Nicholas Bales wrote:
>
> <snip>
> >>What I want is to launch something then go and have breakfast while
> >>STinG would connect, download mail, download newsgroups and then
> >>disconnect. Can a STinG script do this with Newswatch and Popwatch ?
>
> <snip>
> >Okami's not only for Mint systems. Tho' the config files have a lot of
> >stuff related to Unix-style systems, it runs perfectly on MagiC and I
> >guess TOS or whatever OS.
>
> I totally agree. If you want the best available for the Atari, don't get put
> off by the setup files.
>
> <snip>
> >Now the Sting bunch is another story: it could be possible with script or
> >batchfiles, dunno, I'm not into that kinda bizness too well myself.
>
> STinG's login batch facility by itself isn't OK for this kind of thing: it's
> meant to launch programs sequentially so only works with things like the
> time setter program.
>

Actually, I would like it to do this sequentially, so that it can hangup
the modem once it has finished.

I'm wondering if the best way wouldn't actually be NOS. Does it support
scripting ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1432. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371F4753.1FA491BB@directprovider.REMOVETHECAPITALS.net>
Source record: 80232

```
Krzysztof Maj a ï¿½crit :
>
> On Wed 21-04-1999 09:46 (+0200) Nicholas Bales wrote:
>
> >
> >What is the most widespread newsreader around. I'm pretty fed up with
> >using Outlook Express at home. If only I could find an Atari
> >mail/newsreader that would:
> >
> >-Include both mail AND news
> >-Have ISO 8859-X character mapping (Newsie doesn't)
> >-Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
> >Netscape can't seem to do this).
>
> You need to install: OKAMI, NEWSWATCH, POPWATCH and SPAWNER.
>
> >I tried installing Okami a while back, but finally gave up and decided
> >to wait until I got MiNT installed, as all the config files seem to be
> >made for a MiNT filesystem. Would it allow downloading of everything in
> >one click ?
>
> I am using OKAMI with a plain TOS 2.06.
> If you can't manage to configure OKAMI, than ask!
> Some time ago I sent to c.s.a.s. a short instruction how to install
> OKAMI to work with NEWS/POPWATCH - do you have it?
>
> >What I want is to launch something then go and have breakfast while
> >STinG would connect, download mail, download newsgroups and then
> >disconnect. Can a STinG script do this with Newswatch and Popwatch ?
>
> SPAWNER can do it. Get it from Gary Priest home page.
> All versions work with MagiC also, but for a single TOS the best is an
> old version 1.01 (I can send it to you if this version is no more
> available).
>

Yes, but spawner would launch News/popwatch simultaneously and then
these would wait for me to go and manually download everything. Then I
would have to disconnect and hangup STinG manually.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
```

```
-' ' `- http://quickfaq.atari.org directprovider.net
```

1433. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <371F47DD.8F44F9F9@directprovider.REMOVETHECAPITALS.net>
Source record: 80233

Pat & Anna a ï¿½crit :
>
> on Wednesday 21-04-1999 09:52, Louis wrote:
>
> >Sofar I'm real happy with Okami, I need to launch it manually, also launch
> >Newswatch and Popwatch manually, they both need clicks to get to work and
> >I have to be there and issue the "clicks" :-)
>
> Nope, use Gary Priest's Spawner program to launch POPwatch and NEWSwatch
> (and Okami is you choose) after dialing is complete. Create scripts for
> POPwatch and NEWSwatch to connect, download, disconnect, send, quit etc.
> In my case, I actually have POPwatch check two different Mail servers with
> no intervention from me.
>

Can you do this ? I didn't know that news/popwatch were scriptable. This
sounds like exactly what I'm after. Could you send me the script files
that you use ?

> To do this, however, you have to give up one of POPwatch's abilities, the
> ability to retrieve headers and selectively delete unwanted messages. For
> *me*, this was a small trade off.

I don't care about that. I usually end up downloading everything, and
it's just a waste of my online time to go and mark messages to download.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1434. Re: TT-keyboard-][

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <371f51cb$0$15923@news.zetnet.co.uk>
Source record: 80234

On 22 Apr 1999 00:14:52 , Slc.Dennis Bishop wrote:

| . . . .
| I've seen some post saying the STe mega keyboard is the same, but I've
|not seen one myself, so can't say, now if someone has an old broken
|STe Mega sitting around ...

I certainly have used TT and MegaST keyboards interchangeably. I
have access to a MegaSTe but have not tried swopping keyboards but I
would guess they would work.

John Logan

1435. Re: Hard drive Defragmentation Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <371f51cc$0$15923@news.zetnet.co.uk>
Source record: 80235

On 22 Apr 1999 04:03:31 , Phantomm wrote:

|I am looking for some Hard Drive utility software that
|will defrag drive partitions over 400megs and up.
|
|I have a older version of Diamond Edge v.1.10 and it
|seems to not work with partitions over 300 megs or so.

As far as I know the latest version is 2.04 - at least that's what I have and I am using it on partitions of about 500 megs on an IDE drive in a Hades.

John Logan

1436. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <371f5462$0$15922@news.zetnet.co.uk>
Source record: 80236

On 21 Apr 1999 23:21:38 , Steve wrote:
> What kind of frequency does this display at (vga one, I mean)?
> I use the Mac at freqs of 75hz and this is very clear and flicker free,
> but I'm considering a Falcon with Screenblaster/Blow Up and wondered
> what kind of frequencies this combo would give at around 800x600 ish in
> either 16 or 256 cols.

I'm using BlowUp and using SVGA I can achieve 848x640 16 colours at
72Hz, 640x480 16 colours 80Hz, 640x480, 256 colours 60Hz (which is
flickery) or it can be achieved with interlacing. Can also do 928x658
monochrome 70 Hz, 1024x768 16 colours interlaced.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1437. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <371f54c1$0$15922@news.zetnet.co.uk>
Source record: 80237

On 22 Apr 1999 08:05:53 , rpandion@hotmail.com wrote:
> In article <371E8C61.B411532B@ihug.co.nz>,
> jwandjw@ihug.co.nz wrote:
> >
> > Please also remember that 800x592x256c on VGA at 51 Hz refresh is
> > achieved with -software only-. The hardware BlowUp and Screenblaster
> > should give much better refresh rates...
>
> Could you please post more information on the way you reached that
> resolution. I personally own a SVGA monitor and I'd never managed to get so
> high. I'd like to reach such a resolution.
>
> So please, could you tell me the software you used and the settings you
> specified.

See my post above - I'm using BlowUp030 Hard 1 - it comes with some
pre-installed settings, but to get your own cusotmised settings you
just have to play around with Vsync, HSync, resolution, refresh etc.
parameters to find one that is stable on both your Falcon and your
monitor.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

1438. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371F5D1D.F721390A@patent.gov.uk>
Source record: 80238

See also:

http://www.seasip.demon.co.uk/Gem/index.html

I have used Superbase 4 for GEM on my works PC. The version of GEM was better than ST but much cruder than Falcon. The manuals however are superb, one each for the database and for the editor, both on glossy paper ring-bound 1" thick plus and in a very sustantial case. Was the Atari manual for the Pro. version up to this standard, I only have the typical, 'down to a price', 'Personal' paperback one.

Bob King.

Jay T. Millar wrote:
>
> Am I late on this one?
>
> In any case, as an old-time Atari user I took this as an interesting new
> sign. On the web site http://slashdot.org an article was posted saying
> that GEM was released under the GPL by Caldera (Linux Distribution
> Company). Here is the web site where more information can be found:
> http://www.devili.iki.fi/cpm/gemworld.html
>
> Can somebody tell me more, and what these means if anything for the
> future of Atari computing?
>
> Jay Millar
> jmillar@eaglequest.com

1439. SIMMs in STE

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Guaka <souren@sci.kun.nl>
Message-ID: <7fnl4n$jh3$1@wnnews.sci.kun.nl>
Source record: 80239

Hi!

I found out on the FAQ that I could expand my Atari STe, and I found some SIMMs recently. The problem is that I do not know what size these SIMMs are. So my question is: how can I see the amount of RAM my Atari has?

Greetz,
Kasper

P.S. Please send a copy of your answer to my own address too :-)

1440. Re: Hard drive Defragmentation Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <371f62a4$0$15923@news.zetnet.co.uk>
Source record: 80240

On 22 Apr 1999 04:03:31 , Phantomm wrote:

>I am looking for some Hard Drive utility software that
>will defrag drive partitions over 400megs and up.
>
>I have a older version of Diamond Edge v.1.10 and it
>seems to not work with partitions over 300 megs or so.

I can't be sure as I don't have partitions that big, but why not try HPOPT27? It's a modern de-fragger which ought to be able to cope. I use it routinely and it is very stable and effective.

The README file I have here is in German, I'm afraid, but if you pick up the program from Derryck Croker's 'Cheshunt' web site you will find it has an english translation.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1441. Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: karlws@zetnet.co.uk
Message-ID: <371f60c6$0$26340@znews.zetnet.co.uk>
Source record: 80241

Software wanted

Has anyone or know of anyone /contact of where I can get the
following software for the design of cicuit diagrams and PCBs.

Thanks for the help.
Cheers

Karl

1442. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <371F60E6.B27878E1@patent.gov.uk>
Source record: 80242

Like Chris Wilkinson, I run my Falcon on an RGB monitor (I haven't a VGA) and use Videl Inside, to get up to 800x592 interlaced at 50Hz. The flicker is just acceptable to me. My working res. is 640x480x256 at 61.1Hz for graphics work and 640x480x16 at 61.1Hz for the Internet. The flicker at 61.1Hz (30.55Hz frames/sec) is only noticable on the window frames. There is of course the usual trade-off between speed (screen update) and number of colours. I would be suprised is Chris gets a fast update at his SVGA TC resolution.

If you want my VI.INF & VI.DAT files then yell

Bob King

J WILKINSON wrote:
>
> Hi there,
>
> Robert Schaffner wrote:
> >
> > In <924283829.775981@news.netactive.co.za> Ted Parrett wrote:
> >
> > >I'm sure I have read that it is possible to obtain screen resolutions
> > >beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If
> >
> > Yes it ist possible.
> > ScreenBlaster internal or external module
> > NOVA-Board (realy expensiv) only as used unit avaiable (I think so)
> > Titan Design..
>
> Also Videl Inside can be found on ftp sites. I run 800x592x256 colours
> on VGA screen with this. I also run 768x576x65536 colours, on my Atari
> SC1224 RGB monitor on a 25" Sony TV (perfect PAL broadcast resolution!
>).
>
> Kind regards,
>
> Chris Wilkinson, Christchurch, New Zealand.
> /|\ ATARI Falcon030 owner.

1443. Re: FTP Sites

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: "Andrew J. Wright" <andi@olddairy.freeserve.co.uk>
Message-ID: <7fnnfdghe1@news8.svr.pol.co.uk>
Source record: 80243

Thanks all.

Andi

1444. GEM released under the GPL

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <371F6781.9ECE1881@ti.com>
Source record: 80244

Well, here is an article I read on slashdot. The URL is here:
http://slashdot.org/articles/99/04/22/1117247.shtml

Here is the article:

Posted by Hemos on Thursday April 22, @09:17AM EDT
from the let's-do-the-time-warp-again dept.

acb writes "Remember GEM, Digital Research's
Mac-clone GUI, seen on old PCs and Ataris?
Well, Caldera have now released the source
code under the GPL. Should be interesting,
from a retrocomputing point of view. "Someone
fire up my ST. Oh wait-I don't have one."

Check out this site for the downloads:
http://www.devili.iki.fi/cpm/gemworld.html

1445. Re: CAB ?'s

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: draco <draco@atari.org.pl>
Message-ID: <371F8082.2AEE5067@atari.org.pl>
Source record: 80290

> >Yes, it works on my TT ... you can try that when going to Didier Mequignon's
> >page ... though, I had to run olga at the boot ... resident if you prefer. But I
> >must say it's under MagiC ... sorry for that.
> >
> Sorry Jo but Olga works very fine with MiNT/N.AES. MagiC isn't needed at
> all.

The point probably is that the latest (?) Aniplayer 2.05 does not
work under MiNT. It bombs out at initialization time. Funny enough,
it is apparently caused by some MiNT related code inside, that has
a bug. Fix follows:

- load ANIPLAY.PRG to a binary editor (LOOK.APP is great)
- search for string "MiNT" (its the cookie tag to be searched)
- change it to anything else, e.g. xxxx or someshit.
- save the modified binary

Since that, when the ANIPLAY does not know anymore that it is running
under MiNT (it just thinks it is plain TOS), it works...

No comments.

1446. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371e6ace1fbc8b0@smok.krakus.top.pl>
Source record: 80291

On Wed 21-04-1999 09:46 (+0200) Nicholas Bales wrote:

>
>What is the most widespread newsreader around. I'm pretty fed up with
>using Outlook Express at home. If only I could find an Atari
>mail/newsreader that would:
>
>-Include both mail AND news
>-Have ISO 8859-X character mapping (Newsie doesn't)
>-Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
>Netscape can't seem to do this).

You need to install: OKAMI, NEWSWATCH, POPWATCH and SPAWNER.

>I tried installing Okami a while back, but finally gave up and decided
>to wait until I got MiNT installed, as all the config files seem to be
>made for a MiNT filesystem. Would it allow downloading of everything in
>one click ?

I am using OKAMI with a plain TOS 2.06.
If you can't manage to configure OKAMI, than ask!
Some time ago I sent to c.s.a.s. a short instruction how to install
OKAMI to work with NEWS/POPWATCH - do you have it?

>What I want is to launch something then go and have breakfast while
>STinG would connect, download mail, download newsgroups and then
>disconnect. Can a STinG script do this with Newswatch and Popwatch ?

SPAWNER can do it. Get it from Gary Priest home page.
All versions work with MagiC also, but for a single TOS the best is an
old version 1.01 (I can send it to you if this version is no more
available).

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1447. TT-keyboard-][

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: <>
Message-ID: <371e69fc.0@news.qnet.com>
Source record: 80292

Well, I got the old 1040ST set up and running, and to save some
ware and tare on the TT keyboard, I'll do all my typing here. The
only time I can't do it this way is if I'm on the web, then I'll
have to do it with the TT keyboard.

I've seen some post saying the STe mega keyboard is the same, but I've
not seen one myself, so can't say, now if someone has an old broken
STe Mega sitting around ...

In the meantime, I'm still looking for a 6 chip set of TOS 1.4 that
someone could let go cheap.

Does anyone have a hard drive host? it could be Atari, Supra, ICD, whoever, and if it
works, maye a deal can be made.

Remove <*> for e-mail

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1448. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371e78a42a8c170@smok.krakus.top.pl>
Source record: 80293

On Mon 19-04-1999 21:48 (+0200) Joost Bataille wrote:

>This FTP-site works well but the Okami zipfile (only 182 kB?) seems
>to be corrupted.

You are right! :(((
Unfortunately I have no more this version on my disk :((((((((((
I am affraid Jos hasn't this version also, because of hard disk crash
he have had. I guess, it's the reason this version was not released.
Maybe someone else has it? (ver. 1.35b issued at the end of August 1998)

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1449. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-22 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371e78a42a8c171@smok.krakus.top.pl>
Source record: 80294

I wrote:

>You need to install: OKAMI, NEWSWATCH, POPWATCH and SPAWNER.

Sorry! I just found in documents that only Okami version 1.35 (and
above) works properly with NEWSWATCH and POPWATCH.
This version was available for a long time on a home page of the author
but it is no more.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1450. ATARI, ATARI, ATARI! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7fpd8e$e14$1@user1.teleport.com>
Source record: 80095
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've been working hard on adding more Atari stock to my inventory. I
wanted to have everything in place by April 15th for those of you with
Tax refund checks. Still, I've done pretty well. I'm having a "Come
spend your Tax Refund in my store event!" I have NEW Atari ST SoftWare
for sale! These $15 titles are marked down to $10. So even though the
*NEW......$15 ST Software says $15, it's really $10. Each one is "*NEW"
and most are ShrinkWrapped! You'll find these titles in my ST SoftWare
Catalog. Feel free to take my Catalogs and see what new HardWare,
SoftWare, Books & Accessories I have for the Classic Atari 8 Bit and
Atari ST.

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-
Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1451. HSMODEM & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: "Adrian.Salmond" <Adrian.Salmond@Pershing.co.uk>
Message-ID: <RDYT2.10$ek.1985@news.colt.net>
Source record: 80096

I am trying to get STinG up and running on my Ste.
However, when I try to use the dialler, i get the message "serial driver not installed".
I think i might need HSMODEM (according to the help docs).
What is this and where can I get it??
Thanks,
David

1452. FS:Falcon/Cubase Audio

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Mike Farrington <mikef@accesscable.net>
Message-ID: <37206E58.1489BED7@accesscable.net>
Source record: 80097

```
Atari Falcon 14 Meg/85 Hard Drive
Cubase Audio Falcon 2.06 with Key/Manuals
Steinberg SMP11 (2 in 4 out) SMPTE/MIDI interface
B/W monitor, mouse, tons of software, etc...
A great all round Audio/Midi package
$700 Canadian
Mike Farrington
(902) 466-6139
mikef@accesscable.net
Canada (Halifax, Nova Scotia)
```

1453. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: rpandion@hotmail.com
Message-ID: <7fpra5oik1@nnrp1.dejanews.com>
Source record: 80098

In article <371F60E6.B27878E1@patent.gov.uk>,
BobKing <robert.king@patent.gov.uk> wrote:
> Like Chris Wilkinson, I run my Falcon on an RGB monitor (I haven't a
> VGA) and use Videl Inside, to get up to 800x592 interlaced at 50Hz. The
> flicker is just acceptable to me. My working res. is 640x480x256 at
> 61.1Hz for graphics work and 640x480x16 at 61.1Hz for the Internet. The
> flicker at 61.1Hz (30.55Hz frames/sec) is only noticable on the window
> frames. There is of course the usual trade-off between speed (screen
> update) and number of colours. I would be suprised is Chris gets a fast
> update at his SVGA TC resolution.
>
> If you want my VI.INF & VI.DAT files then yell
>
> Bob King
>

Yes. I'd like to have your VI.INF & VI.DAT files.

THX

RIP

> J WILKINSON wrote:
> >
> > Hi there,
> >
> > Robert Schaffner wrote:
> > >
> > > In <924283829.775981@news.netactive.co.za> Ted Parrett wrote:
> > >
> > > >I'm sure I have read that it is possible to obtain screen resolutions
> > > >beyond the std SVGA 640*480 by fitting a graphics card. Am I correct ? If
> > >
> > > Yes it ist possible.
> > > ScreenBlaster internal or external module
> > > NOVA-Board (realy expensiv) only as used unit avaiable (I think so)
> > > Titan Design..
> >
> > Also Videl Inside can be found on ftp sites. I run 800x592x256 colours
> > on VGA screen with this. I also run 768x576x65536 colours, on my Atari
> > SC1224 RGB monitor on a 25" Sony TV (perfect PAL broadcast resolution!
> >).
> >
> > Kind regards,
> >

> > Chris Wilkinson, Christchurch, New Zealand.
> > /|\ ATARI Falcon030 owner.
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1454. FS: Box of ATARI equip (HW/SW/Books), incl. Off. Dev. Kit $75

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <37207C6D.63B1@nortelnetworks.com>
Source record: 80099

Hi,
Since I will be moving soon, I need to offload the following
items, all in a box. Shipping is extra.
The items are all as is with no warranty.

1- Atari Developers Guide, covering upto TT030. (ST/E/TT)
Three binders and the original ATARI dev. kit diskettes
2- Several Abacus series of books: Gem programming, ST Disk drivers,
Peek & Pokes, ...
3- Borland TurboC v2 (predecessor to PureC), German docs,
English menus. Many other programming related items such
Database related stuff all for ATARI.
4- ICD ADSCSI Hostadaptor
5- 1040 ST (hasn't been used in a long time, no guarantees)
6- Mupptes 4MB RAM expansion kit for ST (no manual or disktte)
7- Lots of programs in their orig. packing and some diskettes
only, including Geneva, HyperLink, ... (too many to list off)

And other goodies that I can't remember.
Again, many items on the list I haven't touched for ages now.
So I don't warrant any thing, but last time I used them,
they all were OK.

If you are interested, please let me know by email.
The price is $75 US$, or $115 CDN$. Shipping is extra (It
is going to be a hell of heavy package :(

Nima
--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

1455. Compendium Hypertext

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <3720824d$0$16953@news.zetnet.co.uk>
Source record: 80100

Hi folks,

I downloaded the following file from SRC.DOC.IC.AC.UK last night.

/infos/hypertext/st-guide/compend.lzh ;The ATARI Compendium ST-Guide HYPertext v1.02 (FREEWARE)

great, I thought, all those docs as a hypertext :)))))

Unfortunately this seems to be part of a CD collection and the included INSTALL.PRG refuses to run - I managed to fool it into thinking a partition was a CD drive but it still claims 'not original CD'.

Can anyone offer any help/suggestions?

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/

1456. Re: HSMODEM & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: paul_mc@atariste.freeserve.co.uk
Message-ID: <7fq4vn$fl7$1@news4.svr.pol.co.uk>
Source record: 80101

On 23 Apr 1999 12:16:04 , "Adrian.Salmond" wrote:
>I am trying to get STinG up and running on my Ste.
>However, when I try to use the dialler, i get the message "serial driver not
>installed".
>I think i might need HSMODEM (according to the help docs).
>What is this and where can I get it??
>Thanks,
>David

On my setup I got this error message because serial.stx was not in the
/sting/ folder.

Make sure all the .stx's are in a /sting/ folder on your route drive
(c)

Also don't forget to activate sting from the cpx.

Paul Mac

---
paul_mc@atariste.freeserve.co.uk
+mostly harmless+

'...and the beat goes on'

* It's a rough road that leads to the stars * - apollo 1

1457. Re: 520st power pinouts?

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqq5z3.73u48954og62N@pm-d08.rhein-main.de>
Source record: 80102

> I just came accross a 520st console w/o power supply. Can someone direct me to
> a source for the power pinouts? I'd like to adapt something for it.

www.atari-computer.de/doitarchive/index.htm

DOIT_ST contains any Pinout oot any Port

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1458. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqq70e.n0p4wp163uibkN@pm-d08.rhein-main.de>
Source record: 80103

> Has anyone tried the latest Centek CENTScreen/CENTVidel combo which offers
> software extended resolutions for Falcon owners - it's designed for CENTurbo
> users but also works on standard Falcons. We reviewed it in the latest
> edition of Atari Computing and it looks well worth a try.

Yes, works fine. I use them with 928x608x256
Also the release before..

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1459. Re: StinG 1.2 CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqq7ef.4nblet1f902teN@pm-d08.rhein-main.de>
Source record: 80104

> When do you get this bus error, when running sting from the auto-folder?

Yes, and i removed all old parts from previous version..
Hm, whatï¿½s wrong?

Iï¿½m try it again this weekend.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1460. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37208a1ce960fe0@holleman.demon.nl>
Source record: 80105

on Fri 23-04-1999 06:48 Derryck Croker wrote:

>On 21 Apr 1999 08:18:26 , Louis wrote:
>
>>I've been giving it try # somuch.
>You're not having much luck!

Derryck, it happens once in a while... :-)
>
>Sounds almost like you've got some corruption going on somewhere, or perhaps
>there's a software conflict?

Yup, main suspect is Freedom, but I said before I won't let it go easy.
Sting 1.15 still works bloody fine here.

Spent some time on getting Spawner to work, configure the dat file and it
now saves me a lot of keystrokes/mouseclicks!

Next one is automating Okami and next step would be some batchfile for
Sting to start at a preset time, do it's job and after the last action
terminate the connection again.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1461. Okami automation

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37209454f15d320@holleman.demon.nl>
Source record: 80106

Well, since we're talking about automated operation, I would like to know
how I can stop the import/export/expire ttp's of Okami to wait for a
keypress.
I know it's the -h option for all of the three, but WHERE do I set/change
that???

The less bloody keys I have to strike the luckier my kbd is (and me too).

Now Jos added automatic boxes when mail gets in "shall I import?" which
needs to be confirmed, then another one pops up "shall I expire first?"
waiting for yet another confirmation.
This kinda automation only drives me mad :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1462. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <wPoPCzZi8sT0-pn2-Pl6qdT4M9jdF@localhost>
Source record: 80107

in mint, pine is a great newsreader. it is no lame-click newsreader,
but defy a good one.

On Wed, 21 Apr 1999 07:46:40, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> wrote:

>
> What is the most widespread newsreader around. I'm pretty fed up with
> using Outlook Express at home. If only I could find an Atari
> mail/newsreader that would:
>
> -Include both mail AND news
> -Have ISO 8859-X character mapping (Newsie doesn't)
> -Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
> Netscape can't seem to do this).
>
> I tried installing Okami a while back, but finally gave up and decided
> to wait until I got MiNT installed, as all the config files seem to be
> made for a MiNT filesystem. Would it allow downloading of everything in
> one click ?
>
> What I want is to launch something then go and have breakfast while
> STinG would connect, download mail, download newsgroups and then
> disconnect. Can a STinG script do this with Newswatch and Popwatch ?
>
> What about Amail, Mymail, Firenews, etc... ?
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18
F6 C5 55
http://torpedoes.enemy.org
GSM=DUTROUX;GSM->CANCER;PROXIMUS&MOBISTAR ASSASSINS

1463. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3720b12c19058b0@tripnet.se>
Source record: 80108

On Fri 23-04-99 01:21 (+0200) Krzysztof Maj wrote:

>No! SPAWNER connects to the server, downloads news/mail automatically
>and disconnets from the server at the end.
>
>>and hangup STinG manually.
>
>Here you are right.
>

But it is easy to write a little client that send a UDP message to
STinG and it will hang up. I have one for Win-95 on my home page.

I would like to see a "connection pool" utility that works like this:

Client 1 asks the pool "I would like to be online".

The pool sends the logon UDP message to STinG. When connected STinG
returns a result code (unfortunately not the correct one at the moment
due to a bug in STinG) to the pool and the pool informs the client of
the online status. Now client 1 can use the connection freely.

Client 2 also ask the pool to be online, gets online status back, and
starts to use the connection too.

Client 1 no longer needs to be online, and informs the pool about this.
But as Client 2 still is using the connection nothing happens.

Client 2 also informs the pool it no longer has to be online. As no
client wants to be online the pool sends a hang up UDP message to STinG.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1464. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fqdb7ssv1@news1.xs4all.nl>
Source record: 80109

On 22 Apr 1999 15:16:52, J WILKINSON wrote:

[...]

>True. However 'facts' are only what novices like myself read from
>websites created by people who believe they know better...in that
>way its like psychiatry...psychiatrists imposing self-righteousness
>upon those who know no-better, to 'declare' right or wrong...
>
>Anyway, I'm happy with Javscript...it does enough for me for now...
>

As you can see the CAT-virus (name given by Louis Holleman) spans the
world.
In New Zealand they have it now also.

For newcomers that do not know yet: I call it the ...virus.

Multiplies . to ...

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1465. Stik help

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7fqdsj$5qe$1@news8.svr.pol.co.uk>
Source record: 80110

I cannot for the life of me get Stik on my Falcon to work ???

Is it Falcon compatible ?

I know my modem is ok for AT commands casue it work in the old ST emulator program. Or any other good dialup programs for my Falcon should you know of any ?

Thanks

chris.swinson@zetnet.co.uk

1466. : FS: 1-MEGA ST2 & 1-STE1040 Fully Loaded +

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <Hb3U2.458$Dm3.28630@monger.newsread.com>
Source record: 80111

Please visit http://www.vcnet.com/jsfcomsrv/Inven99.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1467. Re: ST dead? Yamaha don't think so

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7fqfokare1@news.asu.edu>
Source record: 80112

>Now a cheap STacy clone for under $200 would definetly be the trick. Maybe
>we could even do it right this time. Use the same LCD technology Nintendo
>has used on the GBC and it'll give us a colour, non-backlit display that's
>still clearly readable. That'll give us many hours of battery life (depending
>on how much you access the drives). And get rid of the damn C-cells and
>use a proper NiCad computer battery. I'd buy a STacy clone for under $200.

I'd go a bit higher than $200 for a STacy "clone" brought up-to-date!
--

1468. Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <37205C8A.F3477A41@earthlink.net>
Source record: 80113

I've been trying without much luck to transfer Atari ST files I got over the internet (in the .ST format) to a real Atari ST. I've played these games on an Atari ST emulator but I think they would be better on a real Atari 1040 ST. Could anyone give me some tips on how to do this? Do I need some "conversion" software? I tried formating a 1.44mb disk with TOS on my ST and it says the disk is not formatable, do I need a 720k disk to do this?

Any help on this subject would be greatly appreciated... and I'd like to thank those who helped me with my previous question.

Brian

1469. Re: Mr Bales

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqp3kk.1khzpy21prmwkgN@srry01m10-60.bctel.ca>
Source record: 80114

<prunus@post3.tele.dk> wrote:

> >From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
> >
> >That is how knowledge spreads on usenet.
>
> Yep,- I been using that practice for the last 5 years. Learned a lot
> by reading others question and answers.

Other reasons for such practices are outlined in "Why you shouldn't ask
for E-mail responses on Usenet":

http://www.hut.fi/u/jkorpela/usenet/mail-responses.html

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1470. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3720c80c119c41a0@holleman.demon.nl>
Source record: 80115

on Thu 22-04-1999 11:24 Bram van Kerkhof wrote:

>on Wed 21-04-1999 09:52 Louis wrote:
>>I use it for news and mail, it's perfectly doing its job and I use Newsie
>>only for online newshandling, like binary groups. It does that perfect too.

>What do you mean by online news handling by Newsie??
>I only get headers by puting an equal sign before bin group in
>NNTP.DAT. The keymap.inf file says:
>*M save-mid c:\okami\news\get
>Pressing alt M during highlighting an article in the newslist makes a
>file in c:\okami\news.
>The next to you start Newswatch those arlicles will be completely
>fetched.
>
Hi Bram,

well I tried it that way with Newswatch: I don't like it. First of, the
speed Newswatch retrieves is awfully slow compared to all other stuff;
then the way I use Newsie for that is a lot faster.
Imagine you connect to a group having 100-500 new items a day...
When I connect Newsie online, it takes the "Xover.txt" file at max speed,
then you quit and load it into a txt editor. Select the numbers, start
again later and fetch the articles by their number. In case you have more
than one of those NG's, after each one comes in, go to the desktop, rename
the one to xover.whatever, next go to the next NG and get another
xover.txt and do just the same. Compared to the way Newswatch handles
this, it is WAY faster. Well, of course stricly my opinion, but again, I
pay my connections by the second and therefore time counts. I still
believe Newsie's unsurpassed on online news handling. At the same time,
while checking the xover.txt while online you can select the items you
want and they get in, without loss of time.

I love Okami, even the latest version with all the bloody alertboxes
popping up but I love Newsie for online newshandling better.

Reading back my own msg, I believe my cat (DO I have one?) has fallen
asleep... (nope!)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1471. Re: Java on the ST platform

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3720c80c119c41a1@holleman.demon.nl>
Source record: 80116

```
ooonnn FFFrrriii 222333---0004444---1119999999 111888:::111555
SSSttttiiiccchhhttttiiinnnggg SSSTTT wwwrrroootttteee:::

>>>MMMuuulllttttiiipppllliiieeesss ... tttooo .........

Ronald! The virus struck back!

PS: Can you still read this???

It's not a Cat, it's VVViiirrruuusssmmmuuulllttttiiipppllliiieeerrr!!!

:::---)))

--
CU NeXT msg,
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|
```

1472. Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7fqlc6$m35$1@news.inet.tele.dk>
Source record: 80117

Hi,- is there any chance that the Milan team is considdering
the USB port/interface on a Milan? Or will they ever have support
for the Firewire interface?

I know it`s not "Power without the Price" any more, but they must
have some new technology at least. Otherwise it`s just some old
technology in a fancy box.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1473. Atari PLIP <-> PC (Linux)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <3720E154.5C180300@ti.com>
Source record: 80118

Okay, I know I have heard this discussed here before, but
does anyone know how the Atari PLIP differs from the Linux PLIP?

I know that the Atari has some signals missing from the parallel
port that the linux PLIP is expecting to use, but has anyone hacked
the PLIP code to get it to work...or is this even necessary? I want
to be able to connect my ATARI 520st or TT030 running STiNG to a
PC running Linux via the parallel port using PLIP.

Thanks for the help,
Chris

1474. Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqqio4.85tl238dzl4N@max02-063.enterprise.net>
Source record: 80119

Well, today is a good day - I've just bought myself a 14mb Falcon030
from System Solutions :-)))

Now here's my first (of many more to come!) questions - where can I get
a driver so I can use my scsi Iomega Zip Drive?

I'm in no rush atm, as the Falcon's got a "different" kind of scsi port
on the back (compared to my Macintosh), so I'll need to buy a lead..!

Thanks2all :)
Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1475. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3720e341$0$16955@news.zetnet.co.uk>
Source record: 80120

On 23 Apr 1999 11:42:02 , sheercon wrote:

|I've been trying without much luck to transfer Atari ST files I got over
|the internet (in the .ST format) to a real Atari ST. I've played these
|games on an Atari ST emulator but I think they would be better on a real
|Atari 1040 ST. Could anyone give me some tips on how to do this? Do I
|need some "conversion" software? I tried formating a 1.44mb disk with
|TOS on my ST and it says the disk is not formatable, do I need a 720k
|disk to do this?

I have never heard of the .ST format but if they are games which run
on an emulator, they should run on the real thing. You will need a
720k disc though.

John Logan

1476. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3720f5d6626a70@ping.be>
Source record: 80121

on Fri 23-04-1999 03:49 Bengy Collins wrote:

>
>>>--
>> I suspect (hope) it might mean we'll see some very good (read compatible)
>> GEM environments on the Mac and PC. (I know about MagicMac but it's not
>> exactly stable on new PowerPC's...)
>
>Hmm, this sounds strange to me.
>Everyone I have talked to say that MagiC Mac is /rock/ solid. I would have
>to agree with them, and this is on a G3 233
>
That's not exactly the experience I had on my brothers G3 with MagicMac. I
only worked ten minutes on his machine and I managed to crash MagicMac three
times. No exactly rock solid IMHO.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1477. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3720f5d6626a71@ping.be>
Source record: 80122

on Thu 22-04-1999 19:27 Louis wrote:

>
>Well, it answers it partially... The bl.... (sorry Ronald!) problem is
>that my extra serials have been removed when the card was shoved in. So I
>simply lost the connectors. The option appears to be to buy an adaptor
>LAN/RS232, which is a Maclike item and thus is expensive... Next I can
>test the LAN-port and see whether or not it works.

I don't know how a Matrix card looks like (you have one isn't it?) but on
my TT030 I've a Crazy Dots II and I also have the serial 1 and 2 ports
available. Just insert the modem cables on the connectors on the motherboard
and pass the cables beneath the card throughout the outside.
I know it isn't a beatiful sight but it works.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1478. Re: Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <3720f780$0$26339@znews.zetnet.co.uk>
Source record: 80123

On 14 Apr 1999 08:34:17, Stichting ST wrote:
>My setup is:
>

>
>Syquest ID=0 and Quantum (the internal drive of the TT) is ID=1.
>CD-ROM is ID=3 and scanner ID=4. TT ID=7
>
It's just a suggestion but I think a read somewhere that there can be
a problem using ID=0 on a Syquest so it might be worthwhile trying a
different ID number.

Yours,
David James

1479. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <N27U2.2467$m3.5325@news0.telusplanet.net>
Source record: 80124

> That's not exactly the experience I had on my brothers G3 with MagicMac. I
> only worked ten minutes on his machine and I managed to crash MagicMac three
> times. No exactly rock solid IMHO.

Really? So what exactly did you do, what version of MagiC Mac was it, and
what was his system specs? (RAM..Virtual memory On or Off?)
Also, what were the error messages you ran in to? Were you Forced to Quit
MagiC, Forced to Reboot, or were allowed to choose between closing the
program or MagiC all together?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1480. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <372120a3@nemo.idirect.com>
Source record: 80125

On 23 Apr 1999 22:23:42 , <prunus@post3.tele.dk> wrote:
>Hi,- is there any chance that the Milan team is considdering
>the USB port/interface on a Milan? Or will they ever have support
>for the Firewire interface?
>
>I know it`s not "Power without the Price" any more, but they must
>have some new technology at least. Otherwise it`s just some old
>technology in a fancy box.
>
technically it should be possible - I've read that there are USB
cards which fit into PCI slots, so therefore it should be just a matter
of writing the proper drivers to make use of the card. Of course, you
also have to take into consideration that you'll have to write
individual drivers for just about any USB device out there that can be
made of use on a TOS-based system. Still, it should make for a very
interesting projects....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1481. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <3720B674.4CC33421@earthlink.net>
Source record: 80126

Steve Stupple wrote:

> In article <3720e341$0$16955@news.zetnet.co.uk>, JI Logan
> <jlog@zetnet.co.uk> writes
> >
> >I have never heard of the .ST format but if they are games which run
> >on an emulator, they should run on the real thing. You will need a
> >720k disc though.
>
> The format that is being referred to is an image file of the disk with
> an .ST extension as used with a emulator for the pc.
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
> The Atari ST Software exchange: www.steverosie.demon.co.uk
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

Is there anyway to convert this disk image to a format that can be copied
to a
3.5" disk and used on a real ST?

1482. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3720f52864d0a5f3@lvdi.net>
Source record: 80127

I'm surprised nobody has brought this up.

It's my understanding that the previous author asked Jos to stop accepting money for Okami, because it was always intended to be freeware. Since several people had already registered (myself included), Jos was nice enough to continue work on 2.0 for those already registered, but AFAIK, there will be no public release. I also don't think there will be further development of the freeware version by Jos.

If I'm wrong about any of this, I apologize. But this is my interpretation of Jos' comments to the beta group some time ago. It's also possible that there has been a change of plans. I've resisted commenting previously, because I thought Jos would clear things up, but he hasn't posted here in awhile (which would also seem to support the above interpretation).
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
Windows 95 (n) - 32-bit extensions and a graphical shell for a 16-bit patch to an 8-bit operating system originally coded for a 4-bit micro-processor, written by a 2-bit company that can't stand 1 bit of competition.

1483. Re: The ..... virus

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <371F8455.350C1EAC@ihug.co.nz>
Source record: 80173

Hi there,

Stichting ST wrote:
>
> There is more bad news today: a new victim is found in this newsgroup.
> It looks like an early contamination so there is hope for betterment.

Whats all this about a .... virus?

:)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1484. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371fc112adb9cc0@smok.krakus.top.pl>
Source record: 80174

On Thu 22-04-1999 10:51 (+0200) Kenneth Medin wrote:

>I really hope he didn't lose all the sources!

He rebuilded them.

>Is he still working on Okami?

He was still developing ver. 2.0. The full final edition is very close
to release:)

>I was about to register it but then suddenly the new versions
>were gone from his home page.

It was hidden only.

>Anyway I do have a BETA135.ZIP with newest file date 98-08-25
OEXPIRE.TTP

It is the latest issue of 1.35b.

>and a BETA20.ZIP with newest file date 98-11-22 O.PRG

But this one is rather outdated.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1485. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <371fc112adb9cc2@smok.krakus.top.pl>
Source record: 80175

On Thu 22-04-1999 17:59 (+0200) Nicholas Bales wrote:

>Yes, but spawner would launch News/popwatch simultaneously and then
>these would wait for me to go and manually download everything. Then I
>would have to disconnect

No! SPAWNER connects to the server, downloads news/mail automatically
and disconnets from the server at the end.

>and hangup STinG manually.

Here you are right.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1486. WANTED: Books for TT or 68030

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: vuk-@geocities.com
Message-ID: <7foe3e$if9$1@as102.tel.hr>
Source record: 80176

I bought a TT......

But, I have no literture for MC68030
I have some books for 68000 (ST/STe)
I search for books with hardware registers for 68030, FPU, PMMU,
extended GEMDOS, BIOS and XBIOS functions etc.

1487. Cubase V 3.0 or V 3.01 needed!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Ryan Payn <ryan@payn100.freeserve.co.uk>
Message-ID: <7fofvrst1@news5.svr.pol.co.uk>
Source record: 80177

Could anyone that has and is willing to sell a copy of Cubase for the Atari
1040 ST please get in touch.
Thanks in advance Ryan.

1488. TOS FTP client for STiK API updated

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7fojhl$178$1@athena.netset.com>
Source record: 80178

TOS FTP version 0.6 available.

http://www.netset.com/~baldrick/

Changes?

Removed some changes I had put in place in for dealing with STiNG
that weren't necessary. Based on some bad information that led to a long
running misunderstanding :/

Also fixed hash mark reporting so that it reports correctly.

A few minor cosmetic changes.

Dan Ackerman
aka baldrick@netset.com

1489. Re: Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7fom93$2i7$1@athena.netset.com>
Source record: 80179

In article <371FAB16.254D91FB@audesi.com>,
Russ Magee <rmagee@audesi.com> wrote:
>Dan Ackerman wrote:
>>
>> In article <371C4F10.976D8CCC@directprovider.REMOVETHECAPITALS.net>,
>> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>> >
>> >
>> >John Perez a crit :
>> >>
>> >> Greetings,
>> >>
>> >> Does anyone out there have a hard disk installable version of
>> >> Dungeon Master or Chaos Strikes Back? I own both of these titles
>> >> (actually, multiple copies of each) and would like to play them again,
>> >> without some of the hassle if possible.
>> >>
>> >
>> >No, the disk protection was too tricky to work around.
>> >
>> >Nick
>>
>> Actually Howad Chu managed years ago. There used to be a doc file
>> floating around that told how to do it.
>>
>> Dan Ackerman
>> aka baldrick@netset.com
>
>I would also VERY MUCH like to hear of this solution. I have originals
>of DM and
>CSB that I worry will up and die someday, and I'd like to have them on
>Hard Disk.
>Easier to preserve that way..

Well don't know where to find it anymore. You could do a search around the net. You might ask Howard Chu, but by a brief guess he preformed the task over a decade ago. I really don't know what to tell you beyond that. Maybe some modern day person want's to take a shot at it. I know it is possible.

You know the really sad thing to think of, I bet you the last discussion I saw/took part in on this topic was before deja news started :/

Dan Ackerman
aka baldrick@netset.com

1490. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <H5ST2.2440$m3.5081@news0.telusplanet.net>
Source record: 80180

>>--
> I suspect (hope) it might mean we'll see some very good (read compatible)
> GEM environments on the Mac and PC. (I know about MagicMac but it's not
> exactly stable on new PowerPC's...)

Hmm, this sounds strange to me.
Everyone I have talked to say that MagiC Mac is /rock/ solid. I would have
to agree with them, and this is on a G3 233

Have you had different experiences?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1491. Interviews, Online

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <T7ST2.2441$m3.5038@news0.telusplanet.net>
Source record: 80181

Hello,
Well then, new to MagiC Online is the Interview Section, where there are exclusive MagiC Online interviews with popular Atari/MagiC Programmers :-)

Currently there are two online, but more are being worked on. The ones you can currently read are:.

Manfred Lipper, Author of jinnee

and

Thomas Much, Author of texel, NBP

So feel free to read what they have to say, there plans for the future, and what they think about the future of the atari platform.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

1492. Re: WANTED: Books for TT or 68030

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7fouiq$5ge$1@bgtnsc03.worldnet.att.net>
Source record: 80182

If you're interested, I can help you out with a TT030 Owner's Manual. How does $5 sound,, plus shipping?

Sheldon

vuk-@geocities.com wrote in message <7foe3e$if9$1@as102.tel.hr>...
>I bought a TT......
>
>But, I have no literture for MC68030
>I have some books for 68000 (ST/STe)
>I search for books with hardware registers for 68030, FPU, PMMU,
>extended GEMDOS, BIOS and XBIOS functions etc.
>
>

1493. Re: WANTED: Books for TT or 68030

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7fp53v$4s9$1@nnrp1.dejanews.com>
Source record: 80183

Best place to look for data on the 030 is on the Motorola web pages. Most documentation is in PDF format, so you will have to install GhostScrip on the Atari or have access to Adobe Acrobat on another platform. Probably the lest expensive source for Atari specific information would be to purchase the Atari Compendium CD Rom. It would save many hours of internet time. I think that Systems for Tomorrow still stock them. Mike

In article <7foe3e$if9$1@as102.tel.hr>,
vuk-@geocities.com wrote:
> I bought a TT......
>
> But, I have no literture for MC68030
> I have some books for 68000 (ST/STe)
> I search for books with hardware registers for 68030, FPU, PMMU,
> extended GEMDOS, BIOS and XBIOS functions etc.
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1494. Re: Dungeon Master Hard Disk Install

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7fp2p7$3eo$1@news3.infoave.net>
Source record: 80184

```
Well, its on the pirate disk automation 97. that would
be a disk that you could copy, also I do remember in
the old days there was a program that would back up
dungeon master (procom 1.8???? possibly). Of course
thats just backing it up on another unreliable floppy ;).
```

Dan Ackerman wrote in message <7fom93$2i7$1@athena.netset.com>...
>In article <371FAB16.254D91FB@audesi.com>,
>Russ Magee <rmagee@audesi.com> wrote:
>>Dan Ackerman wrote:
>>>
>>> In article <371C4F10.976D8CCC@directprovider.REMOVETHECAPITALS.net>,
>>> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>>> >
>>> >
>>> >John Perez a crit :
>>> >>
>>> >> Greetings,
>>> >>
>>> >> Does anyone out there have a hard disk installable version of
>>> >> Dungeon Master or Chaos Strikes Back? I own both of these titles
>>> >> (actually, multiple copies of each) and would like to play them
again,
>>> >> without some of the hassle if possible.
>>> >>
>>> >
>>> >No, the disk protection was too tricky to work around.
>>> >
>>> >Nick
>>>
>>> Actually Howad Chu managed years ago. There used to be a doc
file
>>> floating around that told how to do it.
>>>
>>> Dan Ackerman
>>> aka baldrick@netset.com
>>
>>I would also VERY MUCH like to hear of this solution. I have originals
>>of DM and
>>CSB that I worry will up and die someday, and I'd like to have them on
>>Hard Disk.
>>Easier to preserve that way..
>
> Well don't know where to find it anymore. You could do a search

>around the net. You might ask Howard Chu, but by a brief guess he
>preformed the task over a decade ago. I really don't know what to tell
>you beyond that. Maybe some modern day person want's to take a shot at
>it. I know it is possible.
>
> You know the really sad thing to think of, I bet you the last
>discussion I saw/took part in on this topic was before deja news started
>:/
>
> Dan Ackerman
> aka baldrick@netset.com
>
>

1495. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fp536hjn1@news6.svr.pol.co.uk>
Source record: 80185

On 21 Apr 1999 08:18:26 , Louis wrote:

>I've been giving it try # somuch.
You're not having much luck!

Sounds almost like you've got some corruption going on somewhere, or perhaps
there's a software conflict?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1496. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fp539hjn2@news6.svr.pol.co.uk>
Source record: 80186

On 21 Apr 1999 15:55:17 , Phantomm wrote:
>On 21 Apr 1999 06:52:15 , Derryck Croker wrote:

>>I was disappointed to find that I still can't get the dialer to load
>>different dial scripts via clicking on the config menu's top line and

>The way I have been using STinG with different ISPs is to create a
>folder in the Sting folder called Scripts and then creating a
>different Dial.Scr and Default.Cfg for each ISP I use.

The way it's supposed to work is that your default.cfg contains connection info for your primary ISP, with dial scripts detailing changes for alternatives (watch those ISPs which don't have http proxies, otherwise CAB may pick the wrong one). That's how I understand how it's supposed to work.

Then all you have to do is pick the ISP you want to use from the configs section.

>But I don't have any other programs hooked into STinG, Just a
>Basic setup that allows me to run stuff like Cab, Newsie, AFTP,
>and all the other goodies.

Me neither, no reason why you need anything fancy! :-)

>I plan on getting some type of acceletator for the Falcon soon.
>Was going to try re-installing the Nemesis, but am going to wait
>and see if the CT2 ever makes it over here in the US.

I thought that it already had?

Most of the installation is the same as the Nemesis.

>I have the ScreenBlaster 2 external Hardware that allows some nice
>resolutions on a stock Falcon. I tried 1280 x 960 in 16 colors with
>STinG 1.20 at 57600 and it does work, but it seems a bit slower than
>38400. I'm pretty sure it's due to a lack of a upgrade accelerator.

Very likely.

>800 x 600 in 256 colors at 38400 works fairly well but is not as
>fast as 640 x 480 in 256 or 16 colors which is fast.

Yep, that proves the point.

>>Best thing to do is to install a fresh copy of drvin.prg and scc.prg (watch
>Yes, I am going to do this, I have never tried using drvin.prg and
>scc.prg in their default state. Maybe I'll get a little more speed out
>of it.

Worth a try at any rate! :-))

BTW, there's full English documentation for HSModem7 on my web site if you or anyone else needs it.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1497. Re: More .... virus victims

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fp53ahjn3@news6.svr.pol.co.uk>
Source record: 80187

```
On 21 Apr 1999 19:29:03 , Stichting ST wrote:
>Now that my attenmtion is on it: the ... virus contaminates more and
>more Atari computers.

I think that it's a disease called "ellipsitus" ;-)))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1498. Re: WANTED: Books for TT or 68030

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <3720268F.E57F90B4@ios.chalmers.se>
Source record: 80188

vuk-@geocities.com wrote:
>
> I bought a TT......
>
> But, I have no literture for MC68030
> I have some books for 68000 (ST/STe)
> I search for books with hardware registers for 68030, FPU, PMMU,
> extended GEMDOS, BIOS and XBIOS functions etc.

You can order dokumentation on the 68030/FPU/PMMU from Motorola free of charge. Just go to http://www.mot-sps.com/home/lit_ord.html
I strongly recommend the M68000 Family Programmer's Reference Manual (M68000PM/AD), it covers 68000 through 68040. I also recommend the 68030 User's Manual. They're for free any way. ;-)
You have a big list of Motorola's manuals here:
http://www.mot-sps.com/lit/index/Reference_Manuals.html

I think that the Atari Compendium is the best choice when it comes to GEMDOS,BIOS,XBIOS and hardware registers.

/Henrik

1499. Re: StinG 1.2 CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <37202D0E.D1E99A85@ios.chalmers.se>
Source record: 80189

Robert Schaffner wrote:
>
> Hi,
>
> Anybody with CT2 board have it work?
> STING.PRG allways create: 02$ Bus Error (Red Display)
>
> (Two bombs (also an Bus Error) in CT2 normal mode)
>
> Any ideas?

I installed STing 1.20 on my CT2revA some days ago, and it works just fine. I replaced everything: Dialer, cpx's, sting.prg. I also made sure that I didn't use any of the old STX-files from the previous package. The dialer used to crasch all the timer when I used v1.15 of sting, forcing me to surf the net on my other unaccelerated falcon, but with 1.20 it works. I use hsmodem 0.7, and both drvin.prg and scc.prg (version patched by centek) runs before sting.prg in the auto folder. I also use Magic 6.0, but haven't tested sting 1.20 in normal TOS4.04.

When do you get this bus error, when running sting from the auto-folder?

/Henrik

1500. Free copies of Atari Cmputing

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fpebl$6oc$1@plutonium.compulink.co.uk>
Source record: 80190

I've now mailed out all the requested free copies of Atari Computing so
watch your doormats!
I look forward to reading any comments you may have either here or by email.
Thanks for your interest.

--
Regards

Joe
http://www.cix.co.uk/~inactive/

1501. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fpebl$6oc$2@plutonium.compulink.co.uk>
Source record: 80191

BobKing wrote in message <371F60E6.B27878E1@patent.gov.uk>...
>Like Chris Wilkinson, I run my Falcon on an RGB monitor (I haven't a
>VGA) and use Videl Inside, to get up to 800x592 interlaced at 50Hz. The
>flicker is just acceptable to me.
>There is of course the usual trade-off between speed (screen
>update) and number of colours. I would be suprised is Chris gets a fast
>update at his SVGA TC resolution.
Has anyone tried the latest Centek CENTScreen/CENTVidel combo which offers software extended resolutions for Falcon owners - it's designed for CENTurbo users but also works on standard Falcons. We reviewed it in the latest edition of Atari Computing and it looks well worth a try.

Regards

Joe
http://www.cix.co.uk/~inactive/

1502. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fpebl$6oc$3@plutonium.compulink.co.uk>
Source record: 80192

"Paul Glover Simple " wrote in message ...
>They've appointed us as UK distributors, sold us a quantity of stock as
>the UK version, then refused to reply to any emails pointing out that the
>software supplied is the German version. Numerous emails and Faxes to the
>author and Flake Verlag have been ignored.
[FX sigh] I was aware of that situation.

I chatted with Matthias Jaap, the author, about this situation in Neuss and
he's currently working on HPP v3.0 in ENGLISH. He has not signed a further
contract with FALKE Verlag and we agreed to sell the English release as a
Reader Offer through Atari Computing magazine in the UK.

Regards

Joe
http://www.cix.co.uk/~inactive/

1503. Re: GEM Released to Public Domain by Caldera!

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: rew <rew@de-la-mare.freeserve.co.uk>
Message-ID: <7fpfrkotg1@news7.svr.pol.co.uk>
Source record: 80193

Admittedly I've only tried the demo's, and yes they're really unstable. Not very effective as demo's -
I'm hardly likely to spend a rather large sum of dosh on a program, when the demo falls over almost immediately. And MagicMac is more expensive than a real ST, and much more expensive than full feature emulation packages like 'VirtualPC' a full Pentium emulation for Macintosh.

I've heard MagicMac runs much better on old 68K Mac's, Quadras and suchlike....

1504. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-23 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <372057cc1579bb0@smok.krakus.top.pl>
Source record: 80194

On Thu 22-04-1999 20:44 (+0200) Martin "Nightowl" Byttebier wrote:

>Where did you find this? I've used Okami 1.34 for a long time myself
>with Newswatch and Popwatch without any probs. There is only a little
>problem to set up the right path for mail and news retrievement but that's
>all. Once the paths are set right Popwatch and Newswatch runs just fine.

Yes, it works. But the previous versions of Okami didn't create an
empty file SEQUENCE.SEQ (needed to send news) inside directory
/O/MQUEUE/. It was needed to create this file manualy.
I am not shure when this was fixed - in ver. 1.35 or 2.0.
Most of new features for NOS mode were added in version 1.35.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

1505. Re: More .... virus victims

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fs09jirs4@news1.xs4all.nl>
Source record: 80045

On 23 Apr 1999 06:48:10, Derryck Croker wrote:
>On 21 Apr 1999 19:29:03 , Stichting ST wrote:
>>Now that my attenmtion is on it: the ... virus contaminates more and
>>more Atari computers.
>
>I think that it's a disease called "ellipsitus" ;-)))
>
Going up 2 stairs for the Webster Dictionary.
(have CD-ROM but no Oxford-CD yet!)

Now I know why ... appear. It is a concious action driven by a mneme
in the mind of the writer.
He thinks that I will think a logical path of thoughts at the end of
the sentence reproducing his thoughts. Surely very fishy.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1506. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7frlsa$bpe@james.hwcn.org>
Source record: 80046

In article <37205C8A.F3477A41@earthlink.net>, sheercon <sheercon@earthlink.net> wrote:
>I've been trying without much luck to transfer Atari ST files I got over
>the internet (in the .ST format) to a real Atari ST. I've played these
>games on an Atari ST emulator but I think they would be better on a real
>Atari 1040 ST. Could anyone give me some tips on how to do this? Do I
>need some "conversion" software? I tried formating a 1.44mb disk with
>TOS on my ST and it says the disk is not formatable, do I need a 720k
>disk to do this?
~^~^~^

1507. Neil roughley

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: nick@iipmail.demon.co.uk
Message-ID: <924944329.1744.0.nnrp-02.9e9835e9@news.demon.co.uk>
Source record: 80047

Hi Neil,
I have been having trouble e-mailing you, bounced deliverys,
could you mail me please. the unofficial pline hyp is in late beta!

regards nick
''

nick@iipmail.demon.co.uk
http://www.iipmail.demon.co.uk/ATARI.HTM
for Texel.Hyp / Papyrus.Hyp and more.

AB040 Nemesised Falcon running MagiC 5.11

1508. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37217b981a60dea0@holleman.demon.nl>
Source record: 80048

on Fri 23-04-1999 21:33 Martin "Nightowl" Byttebier wrote:

>on Thu 22-04-1999 19:27 Louis wrote:
>
>
>>
>>Well, it answers it partially... The bl.... (sorry Ronald!) problem is
>>that my extra serials have been removed when the card was shoved in. So I
>>simply lost the connectors. The option appears to be to buy an adaptor
>>LAN/RS232, which is a Maclike item and thus is expensive... Next I can
>>test the LAN-port and see whether or not it works.
>
>I don't know how a Matrix card looks like (you have one isn't it?) but on
>my TT030 I've a Crazy Dots II and I also have the serial 1 and 2 ports
>available. Just insert the modem cables on the connectors on the motherboard
>and pass the cables beneath the card throughout the outside.
>I know it isn't a beatiful sight but it works.
>

Martin, I meant I lost the connectors. They're no longer there. I bought
this machine from someone else who added the card and removed the 2 serial
connectors from the board and (maybe) threw them away...

I've been asking recently about how to fit two (or one) new serials on the
3 sets of pins sitting on the PCB below the card, but no-one appearently
knows the pin lay-out.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1509. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37217b981a60dea1@holleman.demon.nl>
Source record: 80049

on Fri 23-04-1999 22:23 prunus@post3.tele.dk wrote:

>Hi,- is there any chance that the Milan team is considdering
>the USB port/interface on a Milan? Or will they ever have support
>for the Firewire interface?
>
>I know it`s not "Power without the Price" any more, but they must
>have some new technology at least. Otherwise it`s just some old
>technology in a fancy box.
>

Joergen, take a look at the latest Phenix specs... comes with USB fitted
standard. Also IDE, SCSI will be standard. OK, the price is something more
than a Milan, but my bets for the moment are on this Phenix. Motherboard
is ready to take two 060's as well. They switched to DIMM's too, good
choice.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1510. Re: Okami automation

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37217b981a60dea2@holleman.demon.nl>
Source record: 80050

on Sat 24-04-1999 09:17 Jos den Bekker wrote:

>on Fri 23-04-1999 16:40 Louis wrote:
>
>>Now Jos added automatic boxes when mail gets in "shall I import?" which
>>needs to be confirmed, then another one pops up "shall I expire first?"
>>waiting for yet another confirmation.
>>This kinda automation only drives me mad :-)
>
>Poor Louis. :)
>
>Have you read this in o.inf?

--snip--

Hi Jos,

ooooooooooppss! Well, I took the inf file from my old set. I've added the last lines from the new one now, setting it to 1.

Now we're at it: how can I set the import/export/expire ttp's options? I want them "not to wait for keypresses"... Can't find it in the docs, just that they can be set with option -h for that and appearently they are, but I want to change that. Somehow Okami instructs them to work with -h, but I can't find where the instruction sits...

I've said this before, but IMO the new one imports/expires a lot faster than the old one... has this to do with the conversion of the indexfiles?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1511. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <oAwsfGAehZI3EwQq@steverosie.demon.co.uk>
Source record: 80051

In article <7frlsa$bpe@james.hwcn.org>, Chris Cracknell
<ad329@james.hwcn.org> writes
>Unless you've got an STe, or an ST modified to work with a 1.44mb disk you
>will need to transfer the files to a 720K disk. With a lot of these disk
>images you'll also need to use something like "Mega Formatter" to format
>the disks to 800K.
>
>I've tried to format disks like this on a PC <format a:/n:10/t:82 /u> but
>can't get it to format the disks in any sort of way that is then readable
>on the ST. Perhaps if the disks were formated with an ST emulator on the
>PC it would work.

If I need an extended formatted disk to be read via a pc, I use DC
Format 3 on the ST; this allows extended formatting and you can also
slap a MS-DOS boot on it;)

There are other programs, I think Fastcopy Pro can add a MS-DOS header!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1512. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990424142233.19501C-100000@hal.fishpool.com>
Source record: 80052

> Yes, I belive it should, and with all these new and cheap peripheral
> comming out with the USB interface,

Underline _cheap_, as in "really ain't worth shit".

USB is the most bloated hardware spec ever produced. In fact, they've
it's soalready moved to USB-2, which says a lot about how badly designed
it was in the first place. Pathetic...

> it's almost essential if they (the Milan team) want to sell the
> machine.

Quite far from essential. There's already _plenty_ of ISA and PCI
cards, some of it completely brilliant, that hasn't even been tried
on the Mac/PC platform, simply because those marvels are produced by
marginal, lesser-known manufacturers.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org//TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1513. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372197be3eb960@holleman.demon.nl>
Source record: 80053

Hi,

re the probs I've been experiencing with the new Sting stuff, today I found out something new.

A few months ago I plugged my 14K4 modem hot into the Modem-2 port, after that I had crashes from Sting and also from Starcall. I switched back to Modem-1 and it all was fine.

Today I bought a 56K/V90 modem, hooked it into Modem-1 and tried it, and all was fine. Lately I've had some probs with Sting sometimes freezing after the connection was ended.
The first test of the new modem on Modem-1 went fine, then I hooked it onto Modem-2, set on 38400. This went perfect too... so probably not my modemport has blown but something in the old modem screwed up.

Now I'm first gonna look for this LAN/RS232 adapter, then I'm gonna try LAN for max speed and test Sting 1.20 again.

Gotta find a PC shop with this adapter available first :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1514. Atari Online News, Etc. #0108

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xDYZqiH.dpj@delphi.com>
Source record: 80054

```
A-ONE #0108 04/23/99

~ People Are Talking! ~ Crichton To Do Games! ~ Compaq Shake-Up!
~ STiNG 1.20 Released! ~ SEC Files Suit in Hoax ~ Lycos Tops Yahoo!
~ CIH Virus Due April 26 ~ Sega & Iomega Team Up ~ AOL Gadgets?
~ Moment w/ Randy Looney ~ Best Buy Dumps iMacs ~ Web Registry Set

-* Intel Settlement Questioned *-
-* FTC Proposes Child Privacy Web Rules *-
-* "trenchcoatmafia" Domain Names Registered *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

1515. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <3721c0cc$0$490@news.zetnet.co.uk>
Source record: 80055

On 24 Apr 1999 00:51:59 , Paul Nurminen wrote:
>I just thought I'd let everyone know that my Falcon is now humming along quite
>nicely with it's newly installed Nemesis board!

Excellent news -
>Anyway, in the end, it all worked. The Falcon passed all the Nemesis testing,
>and runs quite happily in LO and HI. In fact, with the help of Videlity, I'm
>in 800x608x256 as I type this up in QED, and it looks very nice! No screen
>garbage or troubles at all. Who says 70ns RAM isn't fast enough? :^P

>*Some bad news:

>-I did have the hard drive do it's little "pause" thing once so far. And I
> thought that was supposed to be a thing of the past with the Nemesis buffer
> board installed!? :^(

The SCSI fix on Nemesis gets rid of SCSI read/write errors when running
some of the higher resolutions and higher clock speeds. Occasionally some
drives may pause during transfers but we couldn't figure out what caused
it. The main symptoms of SCSI problems are programs crashing for no
apparent reason and corrupted data on the drive.

>-I can get a nice 640x480 true-color display when I use the AUTO folder
> program HRTC.PRG, and everything looks fantastic and works well. But, if I
> try to use Videlity to get into true-color mode, I just get a blank white

Couple of suggestions here. Firstly make sure that you're modifying the
correct modecode. Double line OFF, 40 columns, TRUE in the modecode box of
Videlity. The 80 column mode is only available on RGB monitors.

Do not enable HRTC as well as Videlity - HRTC is simply a single mode
version of Videlity & will interfere quite badly.

Make sure Videlity runs *after* NVDI in the auto folder.

You should find a line in your MAGX.INF file like this :-

#_DEV 5 26

if the last number is unusually large then you've probably used Blowup
before & the line needs to be changed to a valid modecode.

The line above is 640x480x16

This one is 320x480x65536

#_DEV 5 20

Assuming that's ok the best way to proceed is to delete VIDELITY.INF from your auto folder so you get no modified modes. Reboot the machine & run VID_CONF. Select Double Line OFF, 40 Columns, TRUE in the mode code box. This should now display 320x480 and all you need to do is change the pixel size button to 1/4 to get 640x480. Save the modified mode (the disc icon at the bottom right)

Under Magic change res to 32768 colours, 320x480 & you should get a 640x480 screen.

> the deal? The Nemesis manual even says:
> "Using Videlity with Nemesis it is possible to realise true-color
> resolutions of 720x528 on a standard VGA monitor, although a multisync
> could take this further to 768x576!"

ahem - that really does depend on the monitor. Basically, if you can display 640x480x256 you'll get 640x480x65536 though most people should be able to display a fair bit more. 720x528 displayed OK on an old AOC fixed frequency monitor so most should be able to display that.

Follow the instructions in the Hypertext using the frequency lock button to get TC modes better than 640x480 or try some of the modes in the library provided - extra modes may be found on my web site at :-

http://www.users.zetnet.co.uk/dmurphy

bfn

|)ave

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/

1516. Re: Software wanted

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3721c382$0$498@news.zetnet.co.uk>
Source record: 80056

On 22 Apr 1999 17:47:50 , Karl Smith wrote:
> Software wanted
>
> Has anyone or know of anyone /contact of where I can get the
> following software for the design of cicuit diagrams and PCBs.

Hi Karl!

Scooter PCB is the program you need. It's a professional quality program
that does all you want.

Email Peter West at: xlator@cix.compulink.co.uk

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

1517. Atari Faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990424094732.02672.00001106@ng154.aol.com>
Source record: 80057

hi,
where can I download a good Faq on the STs and Falcon?
Gotta be a place somewhere. James.

1518. New version of Mountain

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: vanel@club-internet.fr
Message-ID: <7fsilvigs2@front6.grolier.fr>
Source record: 80058

```
Hi!

A new version of Mountain, my video editing software is
avaiable pn my web-site.
Here are the news this version :

Version 0.87 (19/2/99)
----------------------
+ new effect "Vertical Wobbler"
+ Bug corrected in "Vertical mirror"
+ New TimeSpline mode : "B�zier", faster and more intuitive.
+ Interpolation active in "Manual" mode.
+ New screen LDG use, all display mode from 256 colors to 32 bits are suported.

Version 0.88 (22/4/99)
----------------------
+ new effect "RVB control"
+ Precalculated animated preview active (for registered users)

Version 0.89 (24/4/99)
----------------------
+ Bug fixes
+ Most windows are closed before starting an external viewer.
+ Improved redraw when resising windows with Winix or Magic.

Enjoy !!

-----------------------------------------------------------------
>> The New Team association <<
TNT Mag Online:
http://perso.club-internet.fr/vanel

Vanel Remi, (K woul / TNT) vanel@club-internet.fr
ATARI rules !
```

1519. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3721bb321f70d30@holleman.demon.nl>
Source record: 80059

on Sat 24-04-1999 11:06 Louis wrote:

>Today I bought a 56K/V90 modem, hooked it into Modem-1 and tried it, and
>all was fine. Lately I've had some probs with Sting sometimes freezing
>after the connection was ended.
>The first test of the new modem on Modem-1 went fine, then I hooked it
>onto Modem-2, set on 38400. This went perfect too... so probably not my
>modemport has blown but something in the old modem screwed up.
>
>Now I'm first gonna look for this LAN/RS232 adapter, then I'm gonna try
>LAN for max speed and test Sting 1.20 again.

Well, I just did a session on Sting 1.20 and it went splendid.
There must have been some hardware problem with my old modem lately, which
turned up with the use of the new Sting. The old one worked OK, but
sometimes had "freezing" tendencies, which started to show up after the
initial installation of Sting 1.20.

The new modem now is hooked into Modem-2, I ordered an adapter LAN-RS232
and then I'm gonna use it at max speed from the LAN-port.

Sofar I had regular connections at 3500 cps with Newsie, aFTP fetching a
600k file at 2975 (including the 3-4 interrupts in the connection to my
ISP) and the rest looked OK as well.

Fetched the latest Aniplayer as well and it does a fair job on MPEG's now.

So I hope the problems are over again, apart from this Virusmultiplier
showing up every now and ttthhheeennn...........???

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1520. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7fskc6$ev3$1@reader.wxs.nl>
Source record: 80060

On 21 Apr 1999 14:49:30 , Bram van Kerkhof wrote:

> I had to rename the dialer prg from dialer.acc (as I happen to use it
> that way ;-) to dialer.app after noticing it could only be run once as
> an ACC.

Yes this is very annoying. Like you, this is the only problem I have with the new STing. I hope it is fixed soon, because I prefere to use it as an acc too.

Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02

1521. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3721e0183590370@club-internet.fr>
Source record: 80061

Hello,

in article <7fjsiv$48f$1@news5.svr.pol.co.uk>
Derryck Croker wrote on Wed 21-04-1999 06:52 (GMT):

> I was disappointed to find that I still can't get the dialer to load
> different dial scripts via clicking on the config menu's top line and
> picking a new one with the resulting file selector. It sometimes works but
> needs several attempts. I reported this to Peter R. a long time ago - anyone
> else have this problem?

Not at all (and for a long time). Didn't you forgot to you click
`Accept' after selecting the new scr ?

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

1522. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372160c6cde2e1@ford-trucks.com>
Source record: 80062

on Saturday 24-04-1999 11:06, Louis wrote:

>Now I'm first gonna look for this LAN/RS232 adapter, then I'm gonna try
>LAN for max speed and test Sting 1.20 again.

Maybe not the *best* solution for you, but Best Electronics in Oakland, CA
USA definitely has the cables. That's where I got mine (originals also
lost after installing a video card).

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
Courage is grace under pressure.

1523. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372160c6cde2e2@ford-trucks.com>
Source record: 80063

on Friday 23-04-1999 22:51, Terry May wrote:

>I'm surprised nobody has brought this up.

No one wants to be the first.

>It's my understanding that the previous author asked Jos to stop
>accepting money for Okami, because it was always intended to be
>freeware.

Except the original HYP included a request of payment for whatever a user
felt the program was worth. This always confused me. :(

>I also don't think there will be
>further development of the freeware version by Jos.

Yes, I'd guess this is true.

>I've resisted commenting previously, because I thought Jos would clear
>things up, but he hasn't posted here in awhile (which would also seem
>to support the above interpretation).

I'd say you are right on with my understanding of the situation. I have
also been hoping the situation would change *if* enough potential users
show an interest in the program.

There is little comparison between v1.x and v2.0 -- in all aspects,
v2.0 wins, hands down.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
A kid'll eat the middle of an Oreo, eventually.

1524. CENTScreen integration?

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fsmh0$n6m$1@news8.svr.pol.co.uk>
Source record: 80064

I'm scratching my head over this screen resolution expander from Centek. It works very well under single TOS, but I cannot see how to use it with MagiC/Thing. About the best solution that I've found so far is to call Videomod to select the screen res that I want, and then go to Thing's "Change res" menu and click on any of the resolutions there to actually force the new resolution.

Surely there must be a better way? Please?

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1525. Re: StinG 1.2 CT2?

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fsmh1$n6m$2@news8.svr.pol.co.uk>
Source record: 80065

On 22 Apr 1999 20:19:05 , Robert Schaffner wrote:

>Anybody with CT2 board have it work?
>STING.PRG allways create: 02$ Bus Error (Red Display)

Works perfectly here Robert.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1526. Re: Atari Faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990424183021.19644A-100000@hal.fishpool.com>
Source record: 80066

> where can I download a good Faq on the STs and Falcon?
> Gotta be a place somewhere. James.

http://quickfaq.atari.org/

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org//TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1527. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7fsou5$ip0$1@news.ncal.verio.com>
Source record: 80067

On 23 Apr 1999 21:16:49 , JI Logan wrote:
>On 23 Apr 1999 11:42:02 , sheercon wrote:
>
>|I've been trying without much luck to transfer Atari ST files I got over
>|the internet (in the .ST format) to a real Atari ST. I've played these
>|games on an Atari ST emulator but I think they would be better on a real
>|Atari 1040 ST. Could anyone give me some tips on how to do this? Do I
>|need some "conversion" software? I tried formating a 1.44mb disk with
>|TOS on my ST and it says the disk is not formatable, do I need a 720k
>|disk to do this?
>
>
>I have never heard of the .ST format but if they are games which run
>on an emulator, they should run on the real thing. You will need a
>720k disc though.
>
>John Logan
>.

HI

You need a utility called STTODSK available on most atari FTP sites
under utilities or emulators. Some people consider this piracy as most
(or all) the st games are "hacked". Also some people consider this a
way to preserve the atari platform, so take your pick. A BIG topic on
this newsgrp sometimes!

Basically you drag the .st file to the TTP and it writes it to a 720K
disc. Be careful though...some of the entrance screens after rebooting
contain pornography! So don't let your wife catch ya!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1528. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: philh@vision25.demon.co.uk
Message-ID: <924918122snz@vision25.demon.co.uk>
Source record: 80068
Cross-posted to: gnu.misc.discuss,uk.comp.os.linux,comp.sys.atari.st

In article <7C8U2.19018$L66.1803690@news1.giganews.com>
cbbrowne@hex.net "Christopher Browne" writes:
> >(3) It would be nice if some GEM applications could be freed -- I'm
> >thinking especially of Ventura Publisher, the GEM version of which
> >ran faster on an 8 MHz 8086 than the Windows version ran on a 16 MHz
> >386. Something like that would be blindingly fast on a 300 MHz K6.
>
> For something like Ventura Publisher, even if everyone was happy with
> the idea, there would be the challenge of:
> a) *Finding* source code,
> b) Getting permission to redistribute that freely,
> c) Taking code that was often quite 68K-specific, and start slogging
> through such issues as endianness, word sizes, and the likes.

VP ran on the 8086 as well which IIRC has the opposite endianness
to 68K, so I doubt that would be a problem.

I'd be very surprised if VP wasn't written in C or C++, so it would
probably be not-too-difficult to compile with gcc.

--
Phil Hunt....philh@vision25.demon.co.uk

1529. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: cbbrowne@news.brownes.org
Message-ID: <slrn7i3s1u.3pv.cbbrowne@godel.brownes.org>
Source record: 80069
Cross-posted to: gnu.misc.discuss,uk.comp.os.linux,comp.sys.atari.st

On Sat, 24 Apr 99 01:42:02 GMT, Phil Hunt <philh@vision25.demon.co.uk>
posted:
>In article <7C8U2.19018$L66.1803690@news1.giganews.com>
> cbbrowne@hex.net "Christopher Browne" writes:
>> >(3) It would be nice if some GEM applications could be freed -- I'm
>> >thinking especially of Ventura Publisher, the GEM version of which
>> >ran faster on an 8 MHz 8086 than the Windows version ran on a 16 MHz
>> >386. Something like that would be blindingly fast on a 300 MHz K6.
>>
>> For something like Ventura Publisher, even if everyone was happy with
>> the idea, there would be the challenge of:
>> a) *Finding* source code,
>> b) Getting permission to redistribute that freely,
>> c) Taking code that was often quite 68K-specific, and start slogging
>> through such issues as endianness, word sizes, and the likes.
>
>VP ran on the 8086 as well which IIRC has the opposite endianness
>to 68K, so I doubt that would be a problem.
>
>I'd be very surprised if VP wasn't written in C or C++, so it would
>probably be not-too-difficult to compile with gcc.

That may be a solution for one program, but assumes that there aren't
other portability concerns. C isn't inherently portable; programs can
be written in such a way as to be ludicrously unportable. (Esp.
MS-DOS, Win16...)

And the solution only gets at one aspect of point c), doing nothing to
resolve the issue of availability of source code.

--
Those who do not understand Unix are condemned to reinvent it, poorly.
-- Henry Spencer <http://www.hex.net/~cbbrowne/lsf.html>
cbbrowne@hex.net - "What have you contributed to free software today?..."

1530. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fsv51$85n2@news.ajou.ac.kr>
Source record: 80070

On 24 Apr 1999 06:54:14 , Pat & Anna wrote:
>on Saturday 24-04-1999 11:06, Louis wrote:
>
>>Now I'm first gonna look for this LAN/RS232 adapter, then I'm gonna try
>>LAN for max speed and test Sting 1.20 again.
>
>Maybe not the *best* solution for you, but Best Electronics in Oakland, CA
>USA definitely has the cables. That's where I got mine (originals also
>lost after installing a video card).
>
> Pat
>
>--
> Pat & Anna Morales
> <PATnANNA@ford-trucks.com>
> ~~*~~
> Courage is grace under pressure.
Hi folks,

Louis, I'm glad to see you are getting the problems with the
new STinG worked out. :)

After reading the last few postings in this thread, I got interested
in this LAN/RS232 adapter. Is there a adapter for the TT/Falcon that
plugs into the LAN port and allows a normal connection to a standard
modem?

If so, great I'd like to get one and try on my Falcon with STinG.
What is the highest baud rate one can obtain on a stock Falcon
using the LAN port with STinG?

phantomm@kih.net

1531. Re: HD boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7ft2a1$5ra$1@news6.svr.pol.co.uk>
Source record: 80071

On 20 Apr 1999 11:41:27 , Martin Tarenskeen wrote:

Hi

>When I start up my ST and Harddisk, the ST only recognizes the
>Harddisk after a reset. This is an old problem, and I think there is an
>autofolder program that lets the ST wait until the harddisk is ready,
>to solve this (little) problem. Does anyone now the name of this

There is a program called ColdBoot that comes with ICD's software that
does this mate.

>autofolder program, and/or an URL where I can download it ?

I don't know if its commercial or Shareware, or even if there is a
shareware equvalent mate.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

1532. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37220d2d$0$498@news.zetnet.co.uk>
Source record: 80072

On 23 Apr 1999 11:42:02 , sheercon wrote:
>need some "conversion" software? I tried formating a 1.44mb disk with
>TOS on my ST and it says the disk is not formatable, do I need a 720k
>disk to do this?

Yes. And format it on the PC before copying the files.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1533. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: cdoc@zetnet.co.uk
Message-ID: <37220dec$0$498@news.zetnet.co.uk>
Source record: 80073

Very Well Done.

System Solutions should have supplied you with HD Driver and this will
be the best solution. The lead you require is SCSI 1 to SCSI 2. I am
assuming your Zip is SCSI 1 (mine is with the supplied converter).

On 23 Apr 1999 22:08:53 , Steve wrote:
>Well, today is a good day - I've just bought myself a 14mb Falcon030
>from System Solutions :-)))
>
>Now here's my first (of many more to come!) questions - where can I get
>a driver so I can use my scsi Iomega Zip Drive?
>
>I'm in no rush atm, as the Falcon's got a "different" kind of scsi port
>on the back (compared to my Macintosh), so I'll need to buy a lead..!
>
>Thanks2all :)
>Steve
>---
>MacGamer UK - http://web.ukonline.co.uk/macgamer/
>.

1534. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37220276571e040@holleman.demon.nl>
Source record: 80074

on Sat 24-04-1999 17:31 Phantomm wrote:

>Louis, I'm glad to see you are getting the problems with the
>new STinG worked out. :)

Phantomm,

It really surprised me. I was pretty much convinced my Modem-2 port had blown, and today I discovered the new modem worked 100% on it.
So I destilled from that I had a problem with the old one, next gave Sting 1.20 another try and it worked straight away...

>
>After reading the last few postings in this thread, I got interested
>in this LAN/RS232 adapter. Is there a adapter for the TT/Falcon that
>plugs into the LAN port and allows a normal connection to a standard
>modem?
>
>If so, great I'd like to get one and try on my Falcon with STinG.
>What is the highest baud rate one can obtain on a stock Falcon
>using the LAN port with STinG?
>
Well, from what I gathered the LAN port is the same as Serial-2 on a TT. Since I lost the connectors for Serials 1 and 2 I can only use the LAN to hook a modem to. It doesn't support one signal, but that's not very important. I understand it supports up to the standard 115K transfers.
The problem with Modem-2 (and Serial-1???) is that the speed settings are Atari-only (that is: higher than 38400).

I've seen a posting not so long ago that the LAN-RS232 adapter is a DB-422 (?) type, my electronics dealer could order a Maccable LAN to RS232 (25 pins) for me, which should do the job.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1535. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7ft87s$m2d7$2@reader2.wxs.nl>
Source record: 80075

On 22 Apr 1999 19:39:50 , Louis wrote:

> smiley when you hit :-) on the kbd... wouldn't that be possible on an
> Atari, since the smiley is present in lotsa fonts (two different chars

Isn't there a two part face of a man smoking pipe in the atari system font?

Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02

1536. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7ft87r$m2d7$1@reader2.wxs.nl>
Source record: 80076

On 21 Apr 1999 09:46:40 , Nicholas Bales wrote:

> -Include both mail AND news
> -Have ISO 8859-X character mapping (Newsie doesn't)
> -Allow downloading all mail and subscribed newsgroups in ONE CLICK (even
> Netscape can't seem to do this).

If you have the money to buy ASH Emailer, then you get all this. The only problem is that it doesn't work with STing. And to my opinion is the newsgroup downloading rather slow compared to other newsreaders. Oh, and you can't read news online.

Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02

1537. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Merced <hacked@ix.netcom.com>
Message-ID: <7ft99f$90e@dfw-ixnews7.ix.netcom.com>
Source record: 80077
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

I completely agree here.
the Win32 environment also supports "nesting" the Win32 file selecter within another, so that in case something more was needed, you have the general layout, and you can add other controls that do something special

Christopher Browne <cbbrowne@news.hex.net> wrote in message news:%B8U2.19015$L66.1803690@news1.giganews.com...
On Thu, 22 Apr 1999 22:11:47 -0700, Merced <hacked@ix.netcom.com> wrote:
>Yes! Exactly, but if to the programmer, it results in the same thing, this
>should happen, but it should be the same everywhere, not just a
>semi-standard, where the netscape open box is different from all the KDE
>apps.
>The user should be able to change something-- but it should affect *all* of
>these components.
>
>
>George MacDonald <gmd@slip.net> wrote in message
>news:371D8B9A.D6BAD9FD@slip.net...
>Merced wrote:
>>
>> Moreso:
>> Why are all the "Open File Dialog boxes" different. This should be a
>> standard as well.
>
>Standards are useful for some things and not for others. When it comes to
>GUI's you venture into the world of the subjective. Humans come in a variety
>of shapes, sizes, likes, dislikes. You will not find a "standard" that will
>be acceptable to all, so is it not better to allow the users the choice of
>interface they desire? In this matter I would say that a useful standard
>would be to create a component architecture that allows the desired
>component
>to be used as specified by the user/system admin/application designer. In
>fact one should be able to choose what component to use based on the
>context,
>i.e. application "class", application "instance" and/or task involved.

I don't think that the term "standard" is well-placed here; a better word to use might be the word "convention."

And this takes me back to the old days of the Atari ST. It provided two things that were very nice:

a) A "common" file selector that could be used by all applications, and

b) A "hook" whereby the user could slip in a link to an alternative file selector.

By providing a reasonably acceptable common file selector that could be used anywhere that you wanted to select files, Atari implicitly discouraged the proliferation of vast numbers of alternative file selectors that were "attuned" to a particular portion of a particular application. [Compare to the consideration that every GUI application framework for Win32 and X seems to provide Yet Another File Selector...]

And by providing that "hook," there was the ability to link in a substantially better file selector. In the latter days, I used UIS III (Universal Item Selector III), which was a generally powerful file utility that masqueraded as a file selector. Others used Selectric, Geneva, and others...

The goal would not, here, be to try to be overly "fascist" in *forcing* applications to use "The Mandated File Selector," but to try to be persuasive by providing a facility that is *useful,* improving functionality/convenience for users.

[And in much the same way, establishing a library that provides useful semantics for reading/writing configuration files would similarly be useful. If its usefulness proved persuasive, that might cause it to be widely used. If not, then not...]
--
Fatal Error: Found [MS-Windows] System -> Repartitioning Disk for Linux...
(By cbbrowne@hex.net, Christopher Browne)
cbbrowne@ntlug.org- <http://www.ntlug.org/~cbbrowne/oldatari.html>

1538. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FAppC7.H6z@cix.compulink.co.uk>
Source record: 80078

I'm pleased to hear that he's writing the English v3, but would be a lot happier if he'd pull his finger out and send us the English translation for the copies that he sold to us via Falke Verlag. I've never bothered to advertise the program since it became obvious there was so little inertia with the author and Falke Verlag so we've all lost out!

Trust you get a better deal!

> "Paul Glover Simple " wrote in message ...
> >They've appointed us as UK distributors, sold us a quantity of stock as
> >the UK version, then refused to reply to any emails pointing out that
> the
> >software supplied is the German version. Numerous emails and Faxes to
> the
> >author and Flake Verlag have been ignored.
> [FX sigh] I was aware of that situation.
>
> I chatted with Matthias Jaap, the author, about this situation in Neuss
> and
> he's currently working on HPP v3.0 in ENGLISH. He has not signed a
> further
> contract with FALKE Verlag and we agreed to sell the English release as
> a
> Reader Offer through Atari Computing magazine in the UK.
>
> Regards
>
> Joe
> http://www.cix.co.uk/~inactive/
>
>

1539. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <BBTbaCX.greg_evans@delphi.com>
Source record: 80079

On my Falcon, Nagic 5 is stable, but Thing 1.27 causes problems when launching applications -- "program returned Basic error # -1". MagXDesk and Ease 5 work fine but stink. I wish Thing would work better on my setup.

By the way, I have Nemesis and Afterburner 040 plus Nova so I am not a stock setup.

Greg

1540. change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3722421f$0$490@news.zetnet.co.uk>
Source record: 80080

can anyone tell me where change rez stores it's settings as I would like
to delete a few I made while setting up magic PC,it's too easy to click
on the wrong ones
Kevin

1541. Re: FS Atari St User Magazine [UK Only]

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fth63mnp1@news7.svr.pol.co.uk>
Source record: 80081

On 21 Apr 1999 19:13:35 , Spencer Davies wrote:
:>On 14 Apr 1999 18:30:59 GMT, steve@sweet3.freeserve.co.uk (Steve
:>Sweet) wrote:
:>
:>>On 9 Apr 1999 12:03:59 +, "Ian King" wrote:
:>>:>I live in Dartford,Kent.

:>>Yo!, neighbour, i'm down in Bexley, DA5, so what system do you have.

:>Ian, DON'T answer this man if you have a love for life! ;-)

He's still alive, even more of an attraction.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1542. BoxKite

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3721dc9a6d9a351@ford-trucks.com>
Source record: 80082

Recently on one of Martin's Belgian Site update posts, I noticed a mention of an English Version of the File Selector BoxKite being posted. I downloaded it, tried it out and it's pretty cool; a nice modern version of Selectric but still supported. I liked it enough that I already registered it and have no regrets.

If you're looking for a compact File Selector with modern features like long filename support which is still supported you might give it a try.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
To criticize the incompetent is easy;
to criticize the competent is harder.

1543. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3721ee087b3a700@ford-trucks.com>
Source record: 80083

on Sunday 25-04-1999 00:14, Kenneth Medin wrote:

>
>
>Will be most interesting to see what the too lines above will look like
>when fetched from the server:-)

Looks just fine, here. ;-)

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
"One size fits all": Doesn't fit anyone.

1544. FA: Atari 520ST with floppy drive and Mouse

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7ftuqghcr1@oak.prod.itd.earthlink.net>
Source record: 80084

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95373550

Auction Ends on: 05/01/99 at 12:50:17 PDT

1545. sting & plip

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Jeff Brubaker <jtb@email.unc.edu>
Message-ID: <372277BB.D3B0198C@email.unc.edu>
Source record: 80085

I just tried setting up a PLIP connection to my Falcon the other day (from my Linux box) thinking that would be the best way to give it a nice network link - maybe even faster than PPP over a null modem cable (how I've got it right now).

Unfortunately, it doesn't seem to work. When I ping from the Linux end, I get no response. When I ping from the Falcon end it bombs out every time.

This is sting 1.15 (haven't tried 1.20 yet). The reason I even ask before trying 1.20 is that I figure someone out there has to have tried this before. Could the Falcon have a different type of parallel port that causes it to bomb out? I've ruled out the OS, since I've run it under MagiC and GEM.

The main goal with this is actually to see an increase in cps - I don't get nearly the throughput I was expecting with a 115kbps serial link, so I figured I'd try the parallel port. Anyone know what rates to expect and how fast the Falcon's port is?

Thanks,

Jeff Brubaker
jtb@email.unc.edu

1546. Re: [PUB]: New at the Belgian ftp-site: 193.190.205.13

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199904241723.a55919@kr.maus.de>
Source record: 80086

Hi!

MB>ftp://193.190.205.13/atari/incoming/internet/draconis/dracd16.zip (Draco
MB>nis v1.6, with Java-script)

Only the pro-version supports Java Script - no demo available yet.

Regards,
Jan

1547. FS: Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fta8uejp1@ns1.thpl.lib.fl.us>
Source record: 80087

following for sale as is stated shipping not included prepay by money order prior to shipping: zip code gets shipping
Atari Megafile 30, powers up accesses, fan blows no way to check,make me an offer zip code gets shipping.
Atari 1040STE, 4 megs ram, flakey diskdrive, sometimes it works sometimes it does not, the diskdrive that is, the computer works fine. Make me an offer, zip code gets shipping.
Atari Mouse works fine.....13.00 INCLUDES SHIPPING TO ANYWHERE IN THE UNITED STATES.
SC1224 color monitor works fine.....25.00 does not include shipping.
Atari B&W monitor screen says "High Res"....Works great you make me an offer. E-MAIL REPLIES ONLY PLEASE THANKS sfpu@scfn.thpl.lib.,fl.us
BY THE WAY YOU BUY THE 1040STE YOU GET THE MOUSE AT NO CHARGE.

1548. [PUB]: New at the Belgian ftp-site: 193.190.205.13

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <372109ee15d7ce1@ping.be>
Source record: 80128
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

New at the Belgian ftp-site 193.190.205.13

****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE
SO HE CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

****

internet

ftp://193.190.205.13/atari/incoming/internet/mymail-0.83.zip
ftp://193.190.205.13/atari/incoming/internet/sting/sting-1.20.lzh
ftp://193.190.205.13/atari/incoming/internet/mic140.zip
ftp://193.190.205.13/atari/incoming/internet/draconis/dracd16.zip (Draconis v1.6, with Java-script)

hypertext

ftp://193.190.205.13/atari/incoming/hypertext/stngddok.hyp (Sting hypertext, German version)

graphics

ftp://193.190.205.13/atari/incoming/graphics/gemvw317.zip (Gemview V3.17)

utilities

ftp://193.190.205.13/atari/incoming/utilities/gemsetup.lzh (General installation and configuration prg Rel.01)
ftp://193.190.205.13/atari/incoming/utilities/genea024.zip (GENEA 5.03.01 [28.02.1999], Family tree)

text-editors

ftp://193.190.205.13/atari/incoming/text-editors/kont26h.lzh (hypertext for Kontext v2.6)
ftp://193.190.205.13/atari/incoming/text-editors/kont26s.lzh (Kontext v2.6, multi text converter)

mint

ftp://193.190.205.13/atari/incoming/mint/archivers/bzip2-m68k-atari-mint.tgz

audio-video

ftp://193.190.205.13/atari/incoming/audio-video/aniplay-205.zip
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
****
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1549. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ZplwFLAITQI3EwEj@steverosie.demon.co.uk>
Source record: 80129

In article <3720e341$0$16955@news.zetnet.co.uk>, JI Logan
<jlog@zetnet.co.uk> writes
>
>I have never heard of the .ST format but if they are games which run
>on an emulator, they should run on the real thing. You will need a
>720k disc though.

The format that is being referred to is an image file of the disk with
an .ST extension as used with a emulator for the pc.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: www.steverosie.demon.co.uk
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1550. Re: Atari ST hardware for sale or trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <IY+k5NAnDRI3EwVc@steverosie.demon.co.uk>
Source record: 80130

In article <7fle57ehf1@roch.zetnet.co.uk>, Chris Crosskey
<chrisc@zetnet.co.uk> writes
>On 20 Apr 1999 19:21:21, "Prince Corum" wrote:
>
>
>Another FAS notice with no indication as to where he is...
>
>WHERE ARE YOU PEOPLE.....com rtells us nothing ...
>
>chrisc

The date mentioned should have been a clue: best offers by 4-27-99;)

I do agree with the principle you are getting at)

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1551. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <924914330.1563.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 80131

Krzysztof Maj wrote in message <372057cc1579bb0@smok.krakus.top.pl>...
>Yes, it works. But the previous versions of Okami didn't create an
>empty file SEQUENCE.SEQ (needed to send news) inside directory
>/O/MQUEUE/. It was needed to create this file manualy.
>I am not shure when this was fixed - in ver. 1.35 or 2.0.
>Most of new features for NOS mode were added in version 1.35.

This problem is easily solved by hand - just make an empty SEQUENCE.SEQ file
in your queue directory (using something like Everest). People who switched
from Oasis already had one so didn't even notice the problem. It's annoying
if you don't know though: perhaps a change to the docs would do the trick
until the new version is ready.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1552. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <%B8U2.19015$L66.1803690@news1.giganews.com>
Source record: 80132
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

On Thu, 22 Apr 1999 22:11:47 -0700, Merced <hacked@ix.netcom.com> wrote:
>Yes! Exactly, but if to the programmer, it results in the same thing, this
>should happen, but it should be the same everywhere, not just a
>semi-standard, where the netscape open box is different from all the KDE
>apps.
>The user should be able to change something-- but it should affect *all* of
>these components.
>
>
>George MacDonald <gmd@slip.net> wrote in message
>news:371D8B9A.D6BAD9FD@slip.net...
>Merced wrote:
>>
>> Moreso:
>> Why are all the "Open File Dialog boxes" different. This should be a
>> standard as well.
>
>Standards are useful for some things and not for others. When it comes to
>GUI's you venture into the world of the subjective. Humans come in a variety
>of shapes, sizes, likes, dislikes. You will not find a "standard" that will
>be acceptable to all, so is it not better to allow the users the choice of
>interface they desire? In this matter I would say that a useful standard
>would be to create a component architecture that allows the desired
>component
>to be used as specified by the user/system admin/application designer. In
>fact one should be able to choose what component to use based on the
>context,
>i.e. application "class", application "instance" and/or task involved.

I don't think that the term "standard" is well-placed here; a better
word to use might be the word "convention."

And this takes me back to the old days of the Atari ST. It provided
two things that were very nice:

a) A "common" file selector that could be used by all applications, and

b) A "hook" whereby the user could slip in a link to an alternative
file selector.

By providing a reasonably acceptable common file selector that could
be used anywhere that you wanted to select files, Atari implicitly
discouraged the proliferation of vast numbers of alternative file
selectors that were "attuned" to a particular portion of a particular
application. [Compare to the consideration that every GUI application

framework for Win32 and X seems to provide Yet Another File
Selector...]

And by providing that "hook," there was the ability to link in a
substantially better file selector. In the latter days, I used UIS
III (Universal Item Selector III), which was a generally powerful file
utility that masqueraded as a file selector. Others used Selectric,
Geneva, and others...

The goal would not, here, be to try to be overly "fascist" in
forcing applications to use "The Mandated File Selector," but to try
to be persuasive by providing a facility that is *useful,* improving
functionality/convenience for users.

[And in much the same way, establishing a library that provides useful
semantics for reading/writing configuration files would similarly be
useful. If its usefulness proved persuasive, that might cause it to
be widely used. If not, then not...]
--
Fatal Error: Found [MS-Windows] System -> Repartitioning Disk for Linux...
(By cbbrowne@hex.net, Christopher Browne)
cbbrowne@ntlug.org- <http://www.ntlug.org/~cbbrowne/oldatari.html>

1553. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7fr5csca1@snipp.uninett.no>
Source record: 80133

Steve <Steve@mguk.enterprise-plc.com> wrote:

> Now here's my first (of many more to come!) questions - where can I get
> a driver so I can use my scsi Iomega Zip Drive?

You don't need a special driver, the one you already have will work.
However, HD-Driver is highly recommended, especially for removable media
since it has full support for it. It also has the
"TOS+DOS"-compatibility-mode which makes your Zips readble on both PCs and
stock Ataris.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1554. My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: Nurmix@socal.com
Message-ID: <7fr4jf$2kk3@enews3.newsguy.com>
Source record: 80134

I just thought I'd let everyone know that my Falcon is now humming along quite nicely with it's newly installed Nemesis board!

I made the trip to ATY Computer (in Oakland, CA) on Wednesday from Los Angeles, and it only took me 5 hours to get there. Anyway, Alex did a very thorough and professional installation job, as expected. I was in his shop the entire time, and watched as he effortlessly went about installing everything by the book, testing it as per the Nemesis manual all the way.

I was a bit worried when we first took a look at the RAM SIMM I had in there. It was a 70ns model (72-pin / 16meg), but Alex assured me that it was of very high quality, and that there shouldn't be any problems. And it turns out the RAM board I have is also a good one. I don't recall the name but Alex told me it was a German model, and that it was also well suited for the Nemesis. I guess I never knew for sure which board was in there since I had an Atari shop in Los Angeles (Alternative Computing - now strictly MAC/PC) put the RAM board and SIMM in there back in 1995 when they were doing the Cubase Audio mods.

Anyway, in the end, it all worked. The Falcon passed all the Nemesis testing, and runs quite happily in LO and HI. In fact, with the help of Videlity, I'm in 800x608x256 as I type this up in QED, and it looks very nice! No screen garbage or troubles at all. Who says 70ns RAM isn't fast enough? :^P

Ultimately, I am very pleased with the Nemesis. CAB 2.7 looks great in this resolution, and I have so much more desk space I don't know what to do with it! I'm also very impressed by how quickly JPEGs are displayed when in true-color mode, wow! But...

*Some good news:

-I'm using ICD Pro 6.5.5 and it too is working just fine. I did purchase HD Driver from Systems For Tomorrow though, but haven't installed it yet.

-The serial port does work now at 115,200 (HSMODEM 7/STinG 1.15)

*Some bad news:

-I did have the hard drive do it's little "pause" thing once so far. And I thought that was supposed to be a thing of the past with the Nemesis buffer board installed!? :^(

-I can get a nice 640x480 true-color display when I use the AUTO folder program HRTC.PRG, and everything looks fantastic and works well. But, if I try to use Videlity to get into true-color mode, I just get a blank white screen. And I've tried numerous true-color settings in Videlity (including of course 640x480). And unfortunately, the guy I bought the Nemesis/Videlity from in Finland forgot to send the Videlity manual, so I don't think I have

all the information I need (yes I've read the Videlity HYP file). So, what's the deal? The Nemesis manual even says:

"Using Videlity with Nemesis it is possible to realise true-color resolutions of 720x528 on a standard VGA monitor, although a multisync could take this further to 768x576!"

Not here it can't. Even 640x480 is no go in true-color with Videlity. And running HRTC.PRG along with Videlity doesn't work either.

And obviously 640x480 true-color is possible on my Falcon since as I said it works when I use HRTC.PRG, just not with Videlity.

(And just to clarify, I'm running under MagiC 5.11/NVDI 4.10)

Anyone have any solutions to this problem?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1555. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <7C8U2.19018$L66.1803690@news1.giganews.com>
Source record: 80135
Cross-posted to: gnu.misc.discuss,uk.comp.os.linux,comp.sys.atari.st

On Thu, 22 Apr 99 22:02:55 GMT, Phil Hunt <philh@vision25.demon.co.uk>
wrote:
>Some thoughts on how GEM (a GUI popular in the 80s with the Atari ST
>and DOS machines which has recently been made open source) could be
>useful to the free software community.
>
>(1) as a GUI for laptops and old computer with little memory: GEM
>runs well under DOS on machines with 512K RAM. I'd be quite nice
>on a Psion series 5, for example. Here, GEM would be replacing X
>as the display manager.

This probably mandates releasing it in conjunction with FreeDOS, and
unfortunately has the possible problem of:
"So we need to write a bunch of video drivers..."

Any "graphics solution" has to deal with hardware to some extent or
another, and the solutions to that piece at this point are:
- If the hardware is old enough, DOS video drivers may be usable;
- Under DOS, one may use "BIOS" drivers;
- Under Linux, hope that [SVGAlib|XFree86|GGI] support it.

Alternatives essentially require designing something like GGI/X.

>(2) GEM within X. There could be a software layer that sits between
>a GEM application and X, allowing GEM applications to look like X
>client applications to X. In this way, it would be possible to run
>suitably recompiled GEM applications within X.

I'd reword that as "Provide a libGEM layer so that GEM applications
can run atop X."

And seeing as how <http://www.complang.tuwien.ac.at/nino/stemu.html>
STonX already exists, it should be entirely practical to do this.

The two things that the GPLing of GEM "buys us" are:

a) The ability to deploy STonX on the computers of people that didn't
have Atari ST ROMs that they could "dump" to disk, and

b) The ability to more closely couple GEM functionality with X, which
may (waving hands frantically) result in having more bits of the
"emulated" programs running as native UNIX code, which hopefully
improves performance and reliability.

>(3) It would be nice if some GEM applications could be freed -- I'm
>thinking especially of Ventura Publisher, the GEM version of which

>ran faster on an 8 MHz 8086 than the Windows version ran on a 16 MHz
>386. Something like that would be blindingly fast on a 300 MHz K6.

Contact Corel, as they are the current owners of Ventura Publisher. I
strongly suspect that the GEM apps that would get "freed" would be
apps that were already free.

For something like Ventura Publisher, even if everyone was happy with
the idea, there would be the challenge of:
a) *Finding* source code,
b) Getting permission to redistribute that freely,
c) Taking code that was often quite 68K-specific, and start slogging
through such issues as endianness, word sizes, and the likes.

I really think that "success" is more likely to involve using the
"GPLed GEM" to make STonX into a Better Emulator (e.g. - "Option 2)")
rather than either of the other categories.
--
Fatal Error: Found [MS-Windows] System -> Repartitioning Disk for Linux...
(By cbbrowne@hex.net, Christopher Browne)
cbbrowne@ntlug.org- <http://www.ntlug.org/~cbbrowne/oldatari.html>

1556. Re: Hard drive Defragmentation Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fre33$68u2@news.ajou.ac.kr>
Source record: 80136

On 22 Apr 1999 17:55:48 , Roger Cain wrote:
>On 22 Apr 1999 04:03:31 , Phantomm wrote:
>
>>I am looking for some Hard Drive utility software that
>>will defrag drive partitions over 400megs and up.
>>
>>I have a older version of Diamond Edge v.1.10 and it
>>seems to not work with partitions over 300 megs or so.
>
>I can't be sure as I don't have partitions that big, but why not try
>HPOPT27? It's a modern de-fragger which ought to be able to cope. I
>use it routinely and it is very stable and effective.
>
>The README file I have here is in German, I'm afraid, but if you pick
>up the program from Derryck Croker's 'Cheshunt' web site you will find
>it has an english translation.
>
>
>--
>Roger Cain, Manchester, UK NeST:90:100/103
>TT 6Mb/MagiC 5/NVDI 4
>____

Thanks for that tip, but I have already placed a order for
Hard Disk Sentry which is suppose to be good also. At least I hope
so.
phantomm@kih.net

1557. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fre3j$68u3@news.ajou.ac.kr>
Source record: 80137

On 23 Apr 1999 06:48:09 , Derryck Croker wrote:
>On 21 Apr 1999 15:55:17 , Phantomm wrote:
>>On 21 Apr 1999 06:52:15 , Derryck Croker wrote:
>

>
>The way it's supposed to work is that your default.cfg contains connection
>info for your primary ISP, with dial scripts detailing changes for
>alternatives (watch those ISPs which don't have http proxies, otherwise CAB
>may pick the wrong one). That's how I understand how it's supposed to work.
>
>Then all you have to do is pick the ISP you want to use from the configs
>section.
>
Thats what I like about Atari stuff. There is always more than one way
to do something. I may eventually try the above and see how it works
for me.
>
>
>I thought that it already had?

AFAIK the CT2 has not been available to purchase from any of
the remaining Atari dealers over here. Some one correct me
if I am wrong on that.

They may eventually arrive. I'm waiting ;)

>
>Most of the installation is the same as the Nemesis.
>

Good, I've been over that installation enough that I
have it memorized. After all the trouble I had with it. ;)

>
>BTW, there's full English documentation for HSModem7 on my web site if you
>or anyone else needs it.
>
>Rgds, Derryck
>
>
>
>/--/
>/ The Cheshunt Computer Club Herts UK /
>/ http://www.cix.co.uk/~derryck/index.htm /
>/--/

Thanks,
phantomm@kih.net

1558. FS: US: GoldenImage HandScanner

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7fre3q$68u4@news.ajou.ac.kr>
Source record: 80138

Still have a very nice GoldenImage HandScanner that
will work great on the ST/STE and Mega series.
Comes with TouchUp version 2.52 and Scan n Save
software. In very good condition with all manuals
and original box.
Priced at $65.00 USD. Buyer pays shipping.
If interested send e-mail to
phantomm@kih.net

1559. Re: HSMODEM & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7frihbib1@News.Dal.Ca>
Source record: 80139

What is an 'stx' and where would I find it? I've been getting this
same message on my Falcon and haven't been able to proceed further.

Paul Mac (paul_mc@atariste.freeserve.co.uk) wrote:
> On my setup I got this error message because serial.stx was not in the
> /sting/ folder.

> Make sure all the .stx's are in a /sting/ folder on your route drive
> (c)

> Also don't forget to activate sting from the cpx.

1560. Re: Okami automation

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37217da662a4a0@xs4all.nl>
Source record: 80140

on Fri 23-04-1999 16:40 Louis wrote:

>Now Jos added automatic boxes when mail gets in "shall I import?" which
>needs to be confirmed, then another one pops up "shall I expire first?"
>waiting for yet another confirmation.
>This kinda automation only drives me mad :-)

Poor Louis. :)

Have you read this in o.inf?

```
# If this variable is set to 1, the Okami GEM module will import
# immediately after startup any new mail or news that it has found,
# without asking for confirmation, and without expiring.
#
import.direct=1
```

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I'm nobody! Who are you?" - Emily Dickinson

1561. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7fru9p$8s3$2@news.inet.tele.dk>
Source record: 80141

>From: dreibel@idirect.com (Daniel L. Dreibelbis)

- snip -
> technically it should be possible - I've read that there are USB
>cards which fit into PCI slots, so therefore it should be just a matter
>of writing the proper drivers to make use of the card. Of course, you
>also have to take into consideration that you'll have to write
>individual drivers for just about any USB device out there that can be
>made of use on a TOS-based system. Still, it should make for a very
>interesting projects....

Yes, I belive it should, and with all these new and cheap peripheral comming out with the USB interface, - keyboards, printers, scanners, external harddrive, Zip and Jazz drive, CD - DVD, Digital cameras and a lot more it`s almost essential if they (the Milan team) want`s to sell the machine.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1562. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fs09cirs1@news1.xs4all.nl>
Source record: 80142

On 22 Apr 1999 19:27:52, Louis wrote:
[...]
>
>Well, it answers it partially... The bl.... (sorry Ronald!) problem is
>that my extra serials have been removed when the card was shoved in. So I
>simply lost the connectors. The option appears to be to buy an adaptor
>LAN/RS232, which is a Maclike item and thus is expensive... Next I can
>test the LAN-port and see whether or not it works.
>
Yes, but you only physically lost them.
I would say: take out that card, take hot iron or a sharp knife
(look out: I cut myself doing this) and make some space in the
plastic backside. Only a few mm and both the flatcables can be
plugged in (enough space between VME-card and connector) and take
outside between the space yoy made between plastic backcover and
metal frontplate of VME-card.

It looks like an awfull kludge, but who is looking at the backside?

Also I see you getting more concious about the ... virus {:-)

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1563. Re: The ..... virus

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fs09firs2@news1.xs4all.nl>
Source record: 80143

On 23 Apr 1999 09:19:35, J WILKINSON wrote:
>Hi there,
>
>Stichting ST wrote:
>>
>> There is more bad news today: a new victim is found in this newsgroup.
>> It looks like an early contamination so there is hope for betterment.
>
>Whats all this about a .... virus?
>

It is all a running joke.

Suddenly I detected in this newsgroup an upsurge of ... in texts.
A habit that seems to spread like wildfire. Like a virus.

According to some New-Agers here: it is a 'mneme'.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1564. Re: WANTED: Books for TT or 68030

Newsgroup: comp.sys.atari.st
Date: 1999-04-24 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fs09hirs3@news1.xs4all.nl>
Source record: 80144

I found a kind of copy from the manual of Motorola.
All codes with expanation.

It is somewhere on the Stichting ST pages for download. There is
68030 in the name of the file,

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
http://www.xs4all.nl/~atarist

1565. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7fu4jt$f8a@enews4.newsguy.com>
Source record: 79945

On 24 Apr 1999 13:02:04 , Dave Murphy wrote:

>The SCSI fix on Nemesis gets rid of SCSI read/write errors when running
>some of the higher resolutions and higher clock speeds. Occasionally some
>drives may pause during transfers but we couldn't figure out what caused
>it. The main symptoms of SCSI problems are programs crashing for no
>apparent reason and corrupted data on the drive.

Oh, I see. Well, it's only done the "pause" thing once so far - where drive light stays on for about 20-30 seconds, then resumes it's read/write. And it certainly did it a lot more before the Nemesis was installed. And perhaps this problem might in part be caused by the ICD Pro driver software? (version 6.5.5) I did buy HD Driver 7 but I've been too busy playing around with Nemesis/Videlity to install it yet. I'll do that next week and perhaps the little problem will go away.

>Couple of suggestions here. Firstly make sure that you're modifying the
>correct modecode. Double line OFF, 40 columns, TRUE in the modecode box of
>Videlity. The 80 column mode is only available on RGB monitors.

Ok, I checked and I did have 640x480 set for the 40 column mode, so that wasn't it.

>Do not enable HRTC as well as Videlity - HRTC is simply a single mode
>version of Videlity & will interfere quite badly.

Yes, I figured that out early on.

>Make sure Videlity runs *after* NVDI in the auto folder.

Already did that from the beginning. :^)

>You should find a line in your MAGX.INF file like this :-
>
>#_DEV 5 26
>
>if the last number is unusually large then you've probably used Blowup
>before & the line needs to be changed to a valid modecode.

It was "27" but I have used the "soft" version of BlowUp in the past, so perhaps that was why (as you said).

>This one is 320x480x65536
>
>#_DEV 5 20

Did that; still no TC with Videlity.

>Assuming that's ok the best way to proceed is to delete VIDELITY.INF from
>your auto folder so you get no modified modes. Reboot the machine & run
>VID_CONF. Select Double Line OFF, 40 Columns, TRUE in the mode code box.
>This should now display 320x480 and all you need to do is change the pixel
>size button to 1/4 to get 640x480. Save the modified mode (the disc icon
>at the bottom right)

Did this, then re-did my 16/256/TC modes, and after that everything worked as it should, thank you!

>ahem - that really does depend on the monitor. Basically, if you can
>display 640x480x256 you'll get 640x480x65536 though most people should be
>able to display a fair bit more. 720x528 displayed OK on an old AOC fixed
>frequency monitor so most should be able to display that.

So far the highest True-Color resolution I can get (without too much fiddling and testing) is 672x512 - but it seems a bit flickery. So I've set it to 656x496 which looks pretty good.

>Follow the instructions in the Hypertext using the frequency lock button
>to get TC modes better than 640x480 or try some of the modes in the
>library provided - extra modes may be found on my web site at :-
>http://www.users.zetnet.co.uk/dmurphy

I might mess with that more later, and I'll certainly take a look at the one's on your web site.

Thank you very much for your assistance!

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1566. Re: BoxKite

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3722BE5E.A4E796AE@ping.be>
Source record: 79946

Pat & Anna a *crit :

> Recently on one of Martin's Belgian Site update posts, I noticed a mention
> of an English Version of the File Selector BoxKite being posted. I
> downloaded it, tried it out and it's pretty cool; a nice modern version of
> Selectric but still supported. I liked it enough that I already registered
> it and have no regrets.

I completely agree with you, a few months ago I also registered to this
little marvel which is the best alternative file selector (my own opinion of
course ...); far more compatible than Freedom which can lead to serious
crashes.
If you used Selectric (registered thru Denesh Babhuta services) you'll find a
really enhanced one if you cross to BoxKite which is still continuously
developped ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1567. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7fugta$nt1$1@slave1.aa.net>
Source record: 79947

Hi Paul,

I don't think ICD Pro vs. 6.5.5 is what's causing the problem. I have the same version, and I've NEVER had either of my hard drives do a pause like that. In fact, before I got ICD I had AHDI (which came with my Falcon), and I never had a pause using that either. So I suspect it must be each Falcon's "personality" that causes it to do that pause-thing. I've never had the problem either before or after the Nemesis installation. I'm using TOS 4.04. No Magic or NVDI. I'm glad you're getting things worked out, and that you got NEMESIS finally installed.

Bye,

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 25 Apr 1999 04:10:37 , Paul Nurminen wrote:
>Oh, I see. Well, it's only done the "pause" thing once so far - where drive
>light stays on for about 20-30 seconds, then resumes it's read/write. And it
>certainly did it a lot more before the Nemesis was installed. And perhaps
>this problem might in part be caused by the ICD Pro driver software? (version
>6.5.5)

1568. Re: Okami automation

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3722de50d656d0@xs4all.nl>
Source record: 79948

on Sat 24-04-1999 09:06 Louis wrote:

>Now we're at it: how can I set the import/export/expire ttp's options? I
>want them "not to wait for keypresses"...

No, if you want to specify options, you have to use them separately as
.ttp programs.

>Can't find it in the docs, just
>that they can be set with option -h for that and appearently they are, but
>I want to change that. Somehow Okami instructs them to work with -h, but I
>can't find where the instruction sits...

It's hardwired into the GEM module. Mind you, this whole business of
operating the auxiliary programs from within the GEM module is still
just a quick hack. You get the smoothest results - and you don't have
to press a key - if you install tos2gem.

>I've said this before, but IMO the new one imports/expires a lot faster
>than the old one... has this to do with the conversion of the indexfiles?

I never noticed they work faster, but it is entirely possible, since I
make little modifications to these programs continuously, and maybe
they add up...

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"You can see a lot by just looking." - Yogi Berra

1569. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3722de50d656d1@xs4all.nl>
Source record: 79949

on Fri 23-04-1999 22:51 Terry May wrote:

>I'm surprised nobody has brought this up.
>
[snip...]

I am very sorry about the confusion I have apparently caused. I simply could not deal with this matter effectively, since I have been busy for months to recover from a disastrous harddisk crash.

I will make an announcement about this in due course.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I reaffirm with emphasis that the sun is real, and also that it is hot - in fact as hot as Hell, and that if the metaphysicians doubt it they should go there and see."
- Winston Churchill

1570. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqsj2v.1voyad51rgh92yN@srry01m02-104.bctel.ca>
Source record: 79950

Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

> 1. According to Image Copy 4, the format of the IMG files used for desktop
> backgound images is "IMG (extended)". Well, I have a decent selection of
> IMG backgound pics to use with MagiC already, but I tried converting some
> cool pics from a CD ROM (small JPGs designed for use as web page
> backgounds/textures) to the "IMG (extended)" format [and according to Image
> Copy, that's what they were] but they DO NOT work with MagiC - I just get
> the standard solid colored desktop - no picutre. What's the secret?

Don't use 24-bit IMGs for Magxdesk's background. You'll have to reduce
them to 8-bit, while at the same time care must be taken to preserve the
16 system colors. My experience is that GrafTool handles this the best,
although in some cases, depending on the original image, its dithering
isn't as good as Imagecopy's.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1571. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <3722D6BC.C48B6AFB@cyberpeeps.freeserve.co.uk>
Source record: 79951

```
Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and a bit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.
```

1572. Private sale lots of ATARI stuff going really cheap.

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: David LOUGHTON <david@cyberpeeps.freeserve.co.uk>
Message-ID: <3722D70B.1361CCA2@cyberpeeps.freeserve.co.uk>
Source record: 79952

Space needed selling software and hardware for ATARI Jag, ST, STE,
800XL, 2600, 7800, and a bit of PC stuff. Look at my web site at
http://www.cyberpeeps.freeserve.co.uk
Prices start at 30p.

1573. Re: Strange SCSI behaviour

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7fumi3bfq1@news1.xs4all.nl>
Source record: 79953

On 23 Apr 1999 22:43:12, David James wrote:
>On 14 Apr 1999 08:34:17, Stichting ST wrote:
>>My setup is:
>>Syquest ID=0 and Quantum (the internal drive of the TT) is ID=1.
>>CD-ROM is ID=3 and scanner ID=4. TT ID=7
>>
>It's just a suggestion but I think a read somewhere that there can be
>a problem using ID=0 on a Syquest so it might be worthwhile trying a
>different ID number.
>
This is new for me but should explain more strange behaviour here.

On both TT's I have a Syquest44 Mb as SCSI ID=0

Gives me the possibility to always boot form a bootable disk.

But:
On the above mentioned TT I can start booting from the Syquest.
On the other TT I cannot.
Nearly never manege to bring the processing of the auto-folder to a
good end.
Also writing to that boot-disk gives total fat- an other terminal
errors.
But at the same time: that drive works ok when not used as boot but
as a extra normal drive.

Can anybody tell me more about : Syquest 44 Mb and ID=0?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1574. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3722c924f253470@holleman.demon.nl>
Source record: 79954

on Sun 25-04-1999 00:14 Kenneth Medin wrote:

>On Sat 24-04-99 20:06 (GMT) Karsten wrote:
>
>>On 22 Apr 1999 19:39:50 , Louis wrote:
>>
>>> smiley when you hit :-) on the kbd... wouldn't that be possible on an
>>> Atari, since the smiley is present in lotsa fonts (two different chars
>>
>>
>>Isn't there a two part face of a man smoking pipe in the atari system font?
>
>Yes, and here it is:
>
>
>Will be most interesting to see what the too lines above will look like
>when fetched from the server:-)
>
Kenneth,

it showed up alrite.... in Okami. NOT in Newsie, whatever font I display
in there. Just to empty lines. Same as the follow-up from someone else.

Now I recall (better said: I know) there's two half-faces horizontally
(the ones you used were vertically) in the first 32 places of the fonts.
These can normally not be fetched thru' the keyboard. I don't know where
the other two sit. It shouldn't be too hard to write a routine for a text-
editor to display those two half-smileys when the 3 keys :, - and) are
struck in sequence. This is exactly what Word does...

(I used the CTL-Z feature in QED for this one, ASCII014 and 015).

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1575. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3722d188f8e2250@holleman.demon.nl>
Source record: 79955

on Sun 25-04-1999 01:49 Paul Nurminen wrote:

>Two questions regarding the desktop images used with MagiC 5/Magxdesk:
>
>1. According to Image Copy 4, the format of the IMG files used for desktop
> backgound images is "IMG (extended)". Well, I have a decent selection of
> IMG backgound pics to use with MagiC already, but I tried converting some
> cool pics from a CD ROM (small JPGs designed for use as web page
> backgounds/textures) to the "IMG (extended)" format [and according to Image
> Copy, that's what they were] but they DO NOT work with MagiC - I just get
> the standard solid colored desktop - no picutre. What's the secret?
>
>2. Where can I find some good 256/true color (not 16 color) IMG files suitable
> for use as a MagiC/Magxdesk desktop background image?
>
Paul,

the problem may very well be different versions of the (X)IMG definition.

First of, you should limit IMG's to 256 colors. Thing won't display IMG's
created by Graftool in TC rez (apart from that they're B-I-G).
Then the memory taken by those piccies is way too much to be justified.

Thing needs something like one meg or more for an 800x600 256 color
desktop IMG. Then it also needs quite some time to load the picture.

Referring to the wrong format: I take my screenshots with Sleepy Joe, in
256 color IMG. When I display those in some programs in TC mode, the palet
is all wrong. I have to do it in 256 color screen rez, then take them into
Graftool or Gemview and resave them, next they will be displayed correctly
in TC screen rez again. Don't ask me why, but those are the facts here.

Re your second Q, what are good files? You looking for hardware parts in
the piccies, or old cars, perhaps girlies w/o clothing? Look around on the
net, convert the JPG's/GIF's (I use Graftool/Gemview for that, sometimes
MGIF to get real nice 256 greyscale GIF's) and have them displayed by your
desktop program.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1576. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3722d188f8e2251@holleman.demon.nl>
Source record: 79956

Hi,

taking up this thread once more, I did a small test this morning.

First started Newswatch, and got the regular bunch in. I made a note of how long it took to get Comp.sys.atari.st in: 26 articles in 1 min 04 secs. The average speed Newswatch displayed was between 650 and 750 cps.

Next I started Newsie (had the DEFAULT.GRP set to take csas only, starting at the same article number), it took the same articles in 32 secs (the log displays rates between 1624 and 2693 cps for the individual articles).

Now since I'm using Newswatch it always struck me the speed isn't that high, also the harddisk makes quite a different sound when Newswatch is writing the articles to it than any other program doing write-to-disk operations, but how come Newswatch is that slow?

I was telling the other day about using Newsie for online news; I just did a session with Newswatch one time fetching the headers only for a binaries group: it took all the 285 headers of the articles, but I was online for quite some time.

Anyone knows a trick how to speed up Newswatch for fetching stuff??
I recall there is a safe mode option, I switched that one off some time ago, but it didn't make much difference, if any at all...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1577. Re: IDE Hard drive for me, anybody?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3722ea8d$0$492@news.zetnet.co.uk>
Source record: 79957

On 22 Apr 1999 06:01:17, Wvejumper wrote:
>I've given up on the my current 2.5", notebook IDE (a 800 meg Toshiba, now
>available for sale at asking price) ever workin on my Falcon.
>Does anybody have a 2.5" IDE drive for me that'll get my Falcon flying again?
>Thanx,

I've got a conversion kit to put 3.5" drives in the standard Falcon case
available for 8 UKP....Your address doesn't say where you are, .COM says
nothing about you......I've also got a 1.3Gb Tosh drive (2.5" IDE) but it
looks like yours in one of those Falcon's that doesn't like big Tosh
drives....one of mine doesn't, one of mine doesn't mind.....ce la guerre
I'm afraid....

chrisc

1578. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fur89bek1@news6.svr.pol.co.uk>
Source record: 79958

On 23 Apr 1999 10:06:03 , "Joe Connor" wrote:

>Has anyone tried the latest Centek CENTScreen/CENTVidel combo which offers
>software extended resolutions for Falcon owners - it's designed for CENTurbo
>users but also works on standard Falcons. We reviewed it in the latest
>edition of Atari Computing and it looks well worth a try.

Shiuming demo'd it at the AMS in Stafford - the virtual extended res's were
very impressive and the scrolling was smooooth.

My only gripe with it is the subject of a separate posting - I can't get it
to integrate with Thing or Jinnee.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1579. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fur8bbek2@news6.svr.pol.co.uk>
Source record: 79959

On 23 Apr 1999 07:26:12 , Louis wrote:
>on Fri 23-04-1999 06:48 Derryck Croker wrote:

>>You're not having much luck!
>
>Derryck, it happens once in a while... :-)
Very philoshical! :-))

>>there's a software conflict?
>
>Yup, main suspect is Freedom, but I said before I won't let it go easy.
Absolutely not. I've got the latest (last) version here ready to try but
I've heard bad reports of it.

>Spent some time on getting Spawner to work, configure the dat file and it
>now saves me a lot of keystrokes/mouseclicks!
I agree. It's a very useful utility - with that, String Server, Simple
Script and Scripter we aren't short of "remote controls".

>Next one is automating Okami and next step would be some batchfile for
>Sting to start at a preset time, do it's job and after the last action
>terminate the connection again.
ASH seem to have covered most of these bases if you run MagiC and don't mind
using IConnect and its clients.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1580. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7fur8cbek3@news6.svr.pol.co.uk>
Source record: 79960

On 24 Apr 1999 03:34:11 , Phantomm wrote:
>On 23 Apr 1999 06:48:09 , Derryck Croker wrote:

>>The way it's supposed to work is that your default.cfg contains connection
>>info for your primary ISP, with dial scripts detailing changes for

>>Then all you have to do is pick the ISP you want to use from the configs

>Thats what I like about Atari stuff. There is always more than one way
>to do something. I may eventually try the above and see how it works
>for me.

I can get the dialer to pick up a new script only about 1 time in 3 which is
a darn nuisance!

>>I thought that it already had?
>
>AFAIK the CT2 has not been available to purchase from any of
>the remaining Atari dealers over here. Some one correct me

You might try Homa Systems House, tho' it's in Canada.

>They may eventually arrive. I'm waiting ;)

They've been available from System Solutions here in the UK for a few months
now, at 223UKP IIRC.

>>Most of the installation is the same as the Nemesis.
>
>Good, I've been over that installation enough that I
>have it memorized. After all the trouble I had with it. ;)
One resistor (supplied) that you have to replace, one processor pin to lift
(delicate).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1581. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3722e5421084ad70@holleman.demon.nl>
Source record: 79961

on Sun 25-04-1999 08:49 Louis wrote:

>Now I recall (better said: I know) there's two half-faces horizontally
>(the ones you used were vertically) in the first 32 places of the fonts.
>These can normally not be fetched thru' the keyboard. I don't know where
>the other two sit. It shouldn't be too hard to write a routine for a text-
>editor to display those two half-smileys when the 3 keys :, - and) are
>struck in sequence. This is exactly what Word does...
>
>(I used the CTL-Z feature in QED for this one, ASCII014 and 015).
>
>
Uhhuh, doesn't work too well: I get the Fujisymbol here...

Probably because QED here is set to display 7x12 AES, which has the two
smileys, but other fonts show the Fujisymbol. Heck, now I remember: I
customized my 7x12AES once, perhaps I changed the Fujistuff into smileys
myself...

Kenneth, how did you get your smiley into the text???

BTW, when I set Okami to display TT-fonts, I get two empty square boxes.
Must be the mapping somehow...

But, I repeat this for programmers: it should be easy to write a routine
to display the smiley-character(s) once you hit :-) on the keyboard.
It has been done already... (be it the one-and-only goodie from MS)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1582. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Asan Tu <elterwater@geocities.com>
Message-ID: <7fusuo$7hg$1@news5.svr.pol.co.uk>
Source record: 79962

ooops, it's not the processor which you had to fit the adaptor over, it is
the video shifter chip (rectangular shaped chip in the center of the board,
housed in the little metal box)

cheers
Asan

Asan Tu wrote in message <7ftlfv$f9l$1@news5.svr.pol.co.uk>...
>
>>> It depends on the upgrade board. Mine required no soldering that I can
>>> remember... it was just a push-in board that let me use up to 4-1 Meg
>>> SIMMS.
>>
>>And what did it push into ? The CPU socket maybe?
>
>
>I do remember various STFM motherboards had their processor on a socket,
and
>this could be removed, the adapter board plugged into said socket and the
>processor placed onto the adaptor board. However, there were many revisions
>of the STFM motherboard, and unfortunately, mine was one with the processor
>pre-soldered into the board. ST Format, in one of their features on
>upgrading ram, actually had pictures of all these different boards, some
>with socketed CPUS, some with soldered CPUs. With these boards, you
actually
>have to manually solder your own socket on top of the processor, and plug
>the adaptor connector into the socket.
>
>There was also an additional adaptor which you could use to plug the MMU
>adaptor over the MMU chip itself if the MMU was soldered into the board.
>Believe, many trips to MAPLIN buying sockets (you have to BEND the legs
over
>the processor, then solder the legs of the socket onto the processor!!)
>later, I had a working STFM with 1MB ram. I was well chuffed :o)
>
>Bottom Line : If it's a socketed processor, you're off to an easy start. If
>not, I hope you're good with a soldering iron :o)
>
>cheers
>Asan
>
>

1583. Atari ST News International Christmas Coding Convention 2000

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: karies@wxs.nl
Message-ID: <372bff85.2031822@news.wxs.nl>
Source record: 79963
Cross-posted to: alt.demogroups,alt.anybody,alt.www.sites,comp.sys.atari.st,alt.crews.atari

Are you a member of the former Atari 'scene'? Did you, perchance, visit the "ST News International Christmas Coding Convention", in Oss, Netherlands, December 1990?

Then you should not wait a second longer and surf over to http://www.fortysecond.net/stniccc2000 to discover that, in fact, a reunion of that very historical event is being organised for December 2000, a 10th anniversary reunion as it were! It is going to be the coolest event of the millenium, I can assure you!

1584. For Sale in the Uk

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: JOHN SMITH <JON@station63.freeserve.co.uk>
Message-ID: <7fv1q7ggd1@news6.svr.pol.co.uk>
Source record: 79964

```
Atari 520 STE
4 Mb Ram
340 Mb internal hard drive
TOS 2.06
External floppy
Hand scanner
Stereo sound sampler
Lots of software.

Contact me at the address below for more details.
jon@station63.freeserve.co.uk
```

1585. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7fv2i1$h34$1@sun27.hrz.tu-darmstadt.de>
Source record: 79965

Hi!

greg_evans@delphi.com wrote:
> By the way, I have Nemesis and Afterburner 040 plus Nova so I am not
> a stock setup.

Does your Afterburner use copyback or writethrough cache? If it's
copyback, try whether setting it to writethrough makes any difference.
It might be that MagiC has problems with the copyback cache, but that's
only a guess.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1586. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7fv2tm$h34$2@sun27.hrz.tu-darmstadt.de>
Source record: 79966

Hi!

Louis <louis@holleman.demon.nl> wrote:
> Thing needs something like one meg or more for an 800x600 256 color
> desktop IMG. Then it also needs quite some time to load the picture.

You know of the caching feature of ThingImg.ovl, don't you?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1587. Re: ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3723133b$0$489@news.zetnet.co.uk>
Source record: 79967

On 22 Apr 1999 14:52:54 , Doctor Clu wrote:
>So, is there a program for doing ICQ on the Atari yet?
>
> I heard about it on another newsgroup....
>
>"you can get icq at http://www.mirabilis.com/
>- -- icq is like the old bbs chat windows, you talk to someone
>relatively real-time, and can send/recieve files, etc."
>
> Sounds... Veerrryy interesting. :)

Hi Doc! ;-))

Hot news from the Internet, is that ICQ for STiK/StiNG is finally
available for the Atari!! Dan Ackerman has ported mICQ from Linux, and
it's fully working!

Get it from:

http://www.netset.com/~baldrick/

It's a TOS program, but Dan has included the source code so that someone
else could program a GEM version. I've tried it out and it seems pretty
good, and it's fine under MagiC 6 on my Falcon.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

1588. FS: Atari 400

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: John & Lisa Wilkerson <lcarte@dreamscape.com>
Message-ID: <37231B51.BDA26DFE@dreamscape.com>
Source record: 79968
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have the following for sale:

Atari 400 Home Computer comes with the following:

AC Adapter
1 Joystick
Product Catalog (Decemeber 1982)
Owner's Guide
Star Raiders game w/ instruction manual
Computer War game w/ instruction manual still in clamshell

Computer comes in original box. All items for sale as a package.
Will take the
best offer. Purchaser pays S+H from NY. Please contact me through
email if
interested.

John Wilkerson
lcarte@dreamscape.com

1589. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqtnox.67ucbg1af57uoN@max04-016.enterprise.net>
Source record: 79969

Colin John Docherty <cdoc@zetnet.co.uk> wrote:

> Very Well Done.

Yep, it's a wonderful computer. Well happy :-)

> System Solutions should have supplied you with HD Driver and this will
> be the best solution. The lead you require is SCSI 1 to SCSI 2. I am
> assuming your Zip is SCSI 1 (mine is with the supplied converter).

Doh! This proves I've got a lot to catch up on.. I've had a mess with
HDDriver and got a lead from a friend. The Zip works fine now and I can
easily transfer files from the iMac to the Falcon. Excellent :-)

Thanks to everyone that's replied & emailed.

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1590. FS Atari ST Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fv8augrr1@news5.svr.pol.co.uk>
Source record: 79970

For Sale

The following software titles for the Atari ST/E

James Bond Coll. 3 Bond Games Lic. To kill, Live let die, Spy who loved me.
Chronicles of Omega Adventure Game
Elite 2 Adventure Game
Gauntlet 2 Arcade Adventure Game
Rick dangerous Adventure Game
Tanglewood Adventure Game
The Bard's Tale Adventure Game
Bubble bobble Arcade Game
Defender 2 Arcade Game
R Type 2 Arcade Game
Powermonger Battle Game
Backgammon Board Game
Battle Ships Board Game
Pictionary Board Game
Trivial Pursuit Board Game
Cards Card Game
Railroad Tycoon Construction Game
Sim City Construction Game
Grand Prix Driving Game
Highway patrol Driving Game
Roadwars Driving Game
League Challenge Football Game
Top Shots Football Games (Kick Off + Extra Time)
Microprose Golf Golf Game
Tee Off Golf Game
Moonwalker Michael Jackson Game
Beyond the ice palace Platform Game
Fantasy World Dizzy Platform Game
Guy Spy Platform Game
Indiana Jones (Last C) Platform Game
Lemmings Platform Game
Lemmings 2 Platform Game
Mouse Trap Platform Game
New Zealand Story Platform Game
Oh no More Lemmings Platform Game
Treasure Island Dizzy Platform Game
Deflektor Skill Game
Master Sound 2 Sound Sampler with Cartridge plug-in
Captain Blood Space Adventure
5 Game Compendium Starglider 2,Soccer Challenge, Carrier Command,
Midwinter, Stunt car Racer

GFA Basic Utility
3D Construction Kit Utility
Shoot 'em up Const.Kit Utility
Grimblood Whodunnit

No reasonable offer refused for any or all titles but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1591. Atari Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fv8o5ges1@news8.svr.pol.co.uk>
Source record: 79971

For Sale

The following Atari St Hardware

Atari 520 STE, 4Meg ram, Mouse
2nd Floppy disk drive
2 joysticks
4 spare mice
OKI Microline 182 DMP printer

also
Spare Power supply and internal floppy drive (Unknown condition)

No reasonable offer refused for any or all of the above but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1592. Re: Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7fvab5$k8l$1@snipp.uninett.no>
Source record: 79972

Thomas Binder <gryf@hrzpub.tu-darmstadt.de> wrote:

>> By the way, I have Nemesis and Afterburner 040 plus Nova so I am not
>> a stock setup.

> Does your Afterburner use copyback or writethrough cache? If it's
> copyback, try whether setting it to writethrough makes any difference.
> It might be that MagiC has problems with the copyback cache, but that's
> only a guess.

If he's using the latest Nova-drivers (2.67) he can safely use the
copyback-cache. It's highly recommended, on my AB it speeds up
CPU-intensive stuff (rendering HTML in CAB, formatting long documents in
Papyrus, packing/unpacking) with 20-25% on average.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1593. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7fvae8$k8l$2@snipp.uninett.no>
Source record: 79973

kevin dermott <kdermott@zetnet.co.uk> wrote:

>>You don't need a special driver, the one you already have will work.

> not strictly so when I bought my first falcon the supplied driver only
> did IDE

??? AHDI with no SCSI-support? The one I got one of the "language-disks"
certainly supported SCSI.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

1594. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3722af0c99ca50@ford-trucks.com>
Source record: 79974

on Sunday 25-04-1999 09:25, Louis wrote:

>Anyone knows a trick how to speed up Newswatch for fetching stuff??
>I recall there is a safe mode option, I switched that one off some time
>ago, but it didn't make much difference, if any at all...

By change, do you have LOGGING active? Best speed up is to leave this OFF.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com>
~~*~~
A closed mouth gathers no foot.

1595. FS Atari Format Cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fvb6f$o0i$1@news6.svr.pol.co.uk>
Source record: 79975

For Sale

Cover Disks from Atari ST Format Magazine

Number
9 to 20 (copy of 10 only)
22-23
30-38
39 (1 & 2)
40 disk 1
41 (1 & 2)
42 (1 & 2)
43-46
50
51
52 (1 & 2) 2 copies
53 (1 & 2)
54 (1 & 2) 2 copies
55-57
59
64 (a & b)
65-66
67 plus subscribers wonderdisk
68 plus subscribers wonderdisk
69 plus subscribers wonderdisk

Also un-numbered ST Format cover disks containing the following
Interphase from January 1991
Sequencer One & Canvas 2 copies
GFA Draft Plus 3
STOS & Animaster
Spectrum 512
GFA Special Basic 3.5, Assembler & Raytrace
K-Spread 2
Write On

No reasonable offer refused for any or all titles but buyer must arrange
collection from Tayside or pay for postage. Contact me by e-mail at
remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1596. FS Atari ST Review cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fvb80$o1q$1@news6.svr.pol.co.uk>
Source record: 79976

For Sale

The following cover disks from Atari ST Review

7 (1 & 2)
8 (1 & 2)
9 (1 & 2)
10 (1 & 2)
11 (disk 2)
16
17 Prospero C (2 copies)
19
21 (1 & 2)
30 (1 & 2)
33 Easy Text professional
34 (1 & 2)
35 (1 & 2)

Plus ST Review cover disks containing

STAC ST Adventure creator Numbered 1
Asteroids & Deluxe paint Numbered 2

No reasonable offer refused for any or all disks but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1597. FS Atari ST User cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fvb9p$o3g$1@news6.svr.pol.co.uk>
Source record: 79977

For Sale

The following cover disks from Atari ST User

May & June 1990
May-92
Oct-92
Jan-Nov 94
Jan-93
Mar-93
Apr-Nov 93 2 copies of September
December 93 (2 disks)
Christmas 93

No reasonable offer refused for any or all disks but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1598. FS Atari Worls Cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fvbb5$o4i$1@news6.svr.pol.co.uk>
Source record: 79978

For Sale

The following cover disks from Atari World

Subscriber Bonus disk Hisoft Basic 2
Issue 2 (A & B)
Issue 3 (Disk A)
Issue 4 (Disks A to H)
Issue 5 (Disk A)
Issue 6 (A & B)
Issue 7 (Disk A)
Issue 8 (Disk A)
Issue 9 (Disk A)
Issue 10 (Disk A)
Issue 11 (Disk A)

No reasonable offer refused for any or all disks but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1599. FS Atari World Cover disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Scott Cowper <jscowper@restenneth.freeserve.co.uk>
Message-ID: <7fvbcn$o6b$1@news6.svr.pol.co.uk>
Source record: 79979

For Sale

The following cover disks from Atari World

Subscriber Bonus disk Hisoft Basic 2
Issue 2 (A & B)
Issue 3 (Disk A)
Issue 4 (Disks A to H)
Issue 5 (Disk A)
Issue 6 (A & B)
Issue 7 (Disk A)
Issue 8 (Disk A)
Issue 9 (Disk A)
Issue 10 (Disk A)
Issue 11 (Disk A)

No reasonable offer refused for any or all disks but buyer must arrange collection from Tayside or pay for postage. Contact me by e-mail at remove.jscowper@restenneth.freeserve.co.uk.remove

take away the remove at start and finish for address.

1600. Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqtv35.1du08rboha9imN@max04-011.enterprise.net>
Source record: 79980

Whats the best disc doctor program for the Falcon? (PD/Shareware)
I'm after somtihing similar to Norton Disc Doctor on my iMac.

Thanks,
Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1601. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3723b864@nemo.idirect.com>
Source record: 79981

On 25 Apr 1999 01:49:04 , Paul Nurminen wrote:

>
>2. Where can I find some good 256/true color (not 16 color) IMG files suitable
> for use as a MagiC/Magxdesk desktop background image?
>
>
go to Katherine Ellis' pages at http://kellis.atari.org and
download her collection of 256-colour background .IMGs, they're superb
(in fact, I'm using one of them as my desktop, it's a picture of
footprints in the sand).

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1602. Re: ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <Y1IU2.522$ey3.688@news.flash.net>
Source record: 79982

On 25 Apr 1999 13:06:03 , James F. Haslam wrote:
>Hot news from the Internet, is that ICQ for STiK/StiNG is finally
>available for the Atari!! Dan Ackerman has ported mICQ from Linux, and
>it's fully working!
>
>Get it from:
>
>http://www.netset.com/~baldrick/
>
>It's a TOS program, but Dan has included the source code so that someone
>else could program a GEM version. I've tried it out and it seems pretty
>good, and it's fine under MagiC 6 on my Falcon.

Unfortunately, it doesn't seem to want to work under Geneva/Neodesk.
Anyone got it working yet with this setup? I get the TOS window to
come up, the letter 'M' in the upper left corner, then four bombs. For
some reason right now, setting it to Multitasking Off like I normally
do isn't turning off the Multitasking mode for this program, too. I'm
totally baffled by that. Anyway, it works under TOS 4.04, so if I
absolutely have to I can use that, but I'd much prefer to get it
running under Geneva, especially with Multitasking on, if possible.

Mike Freeman
nameerf@flash.net

1603. 720k ST disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <3722DDDB.64935782@earthlink.net>
Source record: 79983

Does anyone know of a program that will format 720k disks to 800K? And if so, where I could aquire such a program?

Any help on this would be greatly appreciated. I am still on a quest to transfer games in the PC emulator format over to an Atari 1040 ST I just bought.

Thanks,
Brian

1604. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37231a58131c3390@holleman.demon.nl>
Source record: 79984

on Sun 25-04-1999 12:47 Thomas Binder wrote:

>Hi!
>
>Louis <louis@holleman.demon.nl> wrote:
>> Thing needs something like one meg or more for an 800x600 256 color
>> desktop IMG. Then it also needs quite some time to load the picture.
>
>You know of the caching feature of ThingImg.ovl, don't you?
>
Hi Thomas,

yup, but lately I don't use the background image function very often.
First of, loading time (after a reset) is faster and secondly, I usually
only set the background to a neutral greyish color. In fact the most
pleasant screen to watch for several hours :-)

While I got your attention, how is the progress on Thing 1.28 or higher?
Can we expect something shortly?

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1605. Re: ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37234a4e1573b1e0@holleman.demon.nl>
Source record: 79985

on Sun 25-04-1999 17:12 Michael and Nicole Freeman wrote:

>On 25 Apr 1999 13:06:03 , James F. Haslam wrote:
>>Hot news from the Internet, is that ICQ for STiK/StiNG is finally
>>available for the Atari!! Dan Ackerman has ported mICQ from Linux, and
>>it's fully working!
>>
>>Get it from:
>>
>>http://www.netset.com/~baldrick/
>>
>>It's a TOS program, but Dan has included the source code so that someone
>>else could program a GEM version. I've tried it out and it seems pretty
>>good, and it's fine under MagiC 6 on my Falcon.
>
>Unfortunately, it doesn't seem to want to work under Geneva/Neodesk.
>Anyone got it working yet with this setup? I get the TOS window to
>come up, the letter 'M' in the upper left corner, then four bombs. For
>some reason right now, setting it to Multitasking Off like I normally
>do isn't turning off the Multitasking mode for this program, too. I'm
>totally baffled by that. Anyway, it works under TOS 4.04, so if I
>absolutely have to I can use that, but I'd much prefer to get it
>running under Geneva, especially with Multitasking on, if possible.
>
Well, I fetched it from Dan's site, installed it - better say: ran the TOS
program which neatly displayed in the VT52 window and asked for a uin,
zero and next a password. This is on MagiC 5, btw.

So how to proceed on this stuff? One needs to register? Get an account?
Where, how? Dunno a thing about this ICQ, only that some friends (on PC's
of course) run this for quite some time and get pings and sounds like
"friend A is online", "friend X is online" and I gather they can chat or
send each other files, and even hide from each other. Some of them have
their ICQ number in their sigs, but I simply don't know how/where to apply
for such a thing. Is it free? You get the picture, I know nuttin'.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1606. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37234a4e1573b1e1@holleman.demon.nl>
Source record: 79986

on Sun 25-04-1999 06:26 Pat & Anna wrote:

>on Sunday 25-04-1999 09:25, Louis wrote:
>
>>Anyone knows a trick how to speed up Newswatch for fetching stuff??
>>I recall there is a safe mode option, I switched that one off some time
>>ago, but it didn't make much difference, if any at all...
>
>By change, do you have LOGGING active? Best speed up is to leave this OFF.
>

Howdy Pat,

yup, got the logging active. I'll switch it off, see what that leads to.

Got my stuff nicely running now, using Spawner standard, so all I do now
is start the Dialer, let it run, it starts the clockprogram to set my
systemclock if needed, next runs Popwatch and does what it's gotta do,
next runs Newswatch and does the same. After that I disconnect manually
and kick Dialer out. Meanwhile I can enjoy my coffee or make breakfast,
whatever.
After starting Okami it imports automatically, runs now decent in Tos2gem
so the keypresses have gone too... Erm, I'm gonna like this set even
better.

Yech, gotta work again tomorrow, still 12 PeeCees waiting to be configured
etc. Coming to grips with them now, I manage to get one completely done in
around 2 hrs, not bad huh? Then again, these are 400 MHz models. After
that the old ones (486-es, P-90's, 166'es etc) are coming in for overhaul,
upgrading and installing new s/w, that'll probably mean a lot more time
for one machine.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1607. Re: FS: Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7fvldakrm1@alexander.INS.CWRU.Edu>
Source record: 79987

James,

Sorry about before. My church can use that STe for our Midi work.
Please email me at jwkrych@n2net.net for details.

Regards,

Jim W> Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

1608. Re: MC68882 price?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fvls3$sb4$1@news8.svr.pol.co.uk>
Source record: 79988

On 15 Apr 1999 07:34:59 , Roger Cain wrote:
:>On 14 Apr 1999 11:10:52 , jim harris wrote:
:>>can you ram an fpu in any ST and expect better performance? A bargain if
:>>you can surely?
:>
:>No. IIRC only the TT and Falcon have sockets for the FPU.

And the MegaSTE, but you'l need the infamous GAL as well.

:>Even then the application needs to be programmed to recognise the FPU
:>and use it (rather than the s/w FP routines).

Unless they've been written right to start with surely.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1609. Re: atari dialing prgs

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7fvls5$sb4$2@news8.svr.pol.co.uk>
Source record: 79989

On 19 Apr 1999 00:17:51 , Scott Jones wrote:
:>I am looking for some terminal (dialing) prgs for my Atari ST MEGA4 .. can
:>anyone help me?

If you want something to collate names/address's/phone no's, and dial
on selection then you could use ADDRESS.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1610. Whats the best OS?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <7fuf9j$257$2@newshost.comnet.co.nz>
Source record: 79990
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

<humour>

Subject: Whats the best OS?

Answer: Anything by Microsoft.

It never crashes, uses little RAM and disc space, and runs very fast.

Bill Gates told me - and he wouldn't lie to me, would he?

</humour>

--

All email sent to my inca address will fail, however I can now be
contacted via an intermediary : gem at tos pl net. I would like to
apologise to the genuine respondents that this may inconvenience.

1611. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: George MacDonald <gmd@slip.net>
Message-ID: <37235B0A.718CF76F@slip.net>
Source record: 79991
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

Merced wrote:
>
> I completely agree here.
> the Win32 environment also supports "nesting" the Win32 file selecter within
> another, so that in case something more was needed, you have the general
> layout, and you can add other controls that do something special

Does Win32 allow the user to define what component gets used at run time?
Can they then alter the component makeup and save it based on the class/instance
and or named context? What kinds of protections are put in place to ensure the
new component does not corrupt the applications memory space?

--
We stand on the shoulders of those giants who coded before.
Build a good layer, stand strong, and prepare for the next wave.
Guide those who come after you, give them your shoulder, lend them your code.
Code well and live! - gmd@slip.net (7th Coding Battalion)

1612. Re: ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37236e0a2f15150@ping.be>
Source record: 79992

on Sun 25-04-1999 17:12 Michael and Nicole Freeman wrote:

>On 25 Apr 1999 13:06:03 , James F. Haslam wrote:
>
>Unfortunately, it doesn't seem to want to work under Geneva/Neodesk.
>Anyone got it working yet with this setup?

Yep me. On my Hades 060 Micq works just fine with Geneva/Neodesk (both the
last version).
I don't use Geneva/Neodesk very often so I can't tell you right now the
secret of my working setup.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1613. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37236e0a2f15151@ping.be>
Source record: 79993

on Sun 25-04-1999 06:26 Pat & Anna wrote:

>on Sunday 25-04-1999 09:25, Louis wrote:
>
>>Anyone knows a trick how to speed up Newswatch for fetching stuff??
>>I recall there is a safe mode option, I switched that one off some time
>>ago, but it didn't make much difference, if any at all...
>
>By change, do you have LOGGING active? Best speed up is to leave this OFF.

This is my guess too. With LOGGING on Newswatch writes every move on HD
which explain why his HD makes another sound.
In optimal conditions I can get 4.200 bps with my 56K modem which isn't
that bad I think. Due the bad phone line I've I only get a 44000
connection with my ISP.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1614. Re: BoxKite

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fvokvmoo1@plutonium.compulink.co.uk>
Source record: 79994

Pat & Anna wrote in message <3721dc9a6d9a351@ford-trucks.com>...
>Recently on one of Martin's Belgian Site update posts, I noticed a mention
>of an English Version of the File Selector BoxKite being posted. I
>downloaded it, tried it out and it's pretty cool; a nice modern version of
>Selectric but still supported.
Interesting, I haven't tried Boxkite for years, being a satisfied Freedom
user, when was the last update?

Regards

Joe
http://www.cix.co.uk/~inactive/

1615. Re: SAMS '99 (Spring All Micro Show)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7fvokvmoo2@plutonium.compulink.co.uk>
Source record: 79995

Hi Paul,

>for the copies that he sold to us via Falke Verlag. I've never bothered to
>advertise the program since it became obvious there was so little inertia
>with the author and Falke Verlag so we've all lost out!
Matthias mentioned there were contractural problems between himself and
FALKE Verlag but I don't think we'd better get into that here (YHM).

>Trust you get a better deal!
If I don't get English versions I won't have anything to sell so I'm
hopeful.

BTW Paul, I've no intention of stepping on your toes with this offer,
Matthias and I make the deal in Neuss but if you'd rather we didn't make
this a Reader Offer I won't go ahead. Did you actually ever sell copies to
end users?

Regards

Joe
http://www.cix.co.uk/~inactive/

1616. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Merced <hacked@ix.netcom.com>
Message-ID: <7fvpbb$3ch@dfw-ixnews9.ix.netcom.com>
Source record: 79996
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

I'm not declaring Win32 as "better" than Linux, I'm merely saying that there are somethings that can use improvement in linux, and Windows has some good ideas that can be used.

Everyone here is ignoring the facts! Why don't you people be open minded! Linux is great-- excellent, but there are things that could be done better!

George MacDonald <gmd@slip.net> wrote in message news:37235B0A.718CF76F@slip.net...
Merced wrote:
>
> I completely agree here.
> the Win32 environment also supports "nesting" the Win32 file selecter within
> another, so that in case something more was needed, you have the general
> layout, and you can add other controls that do something special

Does Win32 allow the user to define what component gets used at run time? Can they then alter the component makeup and save it based on the class/instance
and or named context? What kinds of protections are put in place to ensure the
new component does not corrupt the applications memory space?

--
We stand on the shoulders of those giants who coded before.
Build a good layer, stand strong, and prepare for the next wave.
Guide those who come after you, give them your shoulder, lend them your code.
Code well and live! - gmd@slip.net (7th Coding Battalion)

1617. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <37237a6e9f1580@gelrevision.nl>
Source record: 79997

on Sat 24-04-1999 18:42 Louis wrote:

>on Sat 24-04-1999 17:31 Phantomm wrote:
>
>>Louis, I'm glad to see you are getting the problems with the
>>new STinG worked out. :)
>
>Phantomm,
>
>It really surprised me. I was pretty much convinced my Modem-2 port had
>blown, and today I discovered the new modem worked 100% on it.
>So I destilled from that I had a problem with the old one, next gave Sting
>1.20 another try and it worked straight away...

Must have been in less then 10 minutes Louis ;-)
[grin]
Bram

1618. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <37237a6e9f1581@gelrevision.nl>
Source record: 79998

on Fri 23-04-1999 20:01 Louis wrote:

>on Thu 22-04-1999 11:24 Bram van Kerkhof wrote:
>
>>on Wed 21-04-1999 09:52 Louis wrote:
>>>I use it for news and mail, it's perfectly doing its job and I use Newsie
>>>only for online newshandling, like binary groups. It does that perfect too.
>
>>What do you mean by online news handling by Newsie??
>>I only get headers by puting an equal sign before bin group in
>>NNTP.DAT. The keymap.inf file says:
>>*M save-mid c:\okami\news\get
>>Pressing alt M during highlighting an article in the newslist makes a
>>file in c:\okami\news.
>>The next to you start Newswatch those arlicles will be completely
>>fetched.
>>
>Hi Bram,
>
>well I tried it that way with Newswatch: I don't like it. First of, the
>speed Newswatch retrieves is awfully slow compared to all other stuff;
>then the way I use Newsie for that is a lot faster.

Give it an other try with your new modem, after connecting it to the
serial2/LAN port. The collect selected binaries by the headers almost
twice as fast the the normal newsmessages at approx. 3500-3800 cps.
As many Dutch say: "keeps you off the street" ;-)
Bram

1619. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <37237a6e9f1582@gelrevision.nl>
Source record: 79999

on Sun 25-04-1999 00:14 Kenneth Medin wrote:

>On Sat 24-04-99 20:06 (GMT) Karsten wrote:
>
>>On 22 Apr 1999 19:39:50 , Louis wrote:
>>
>>> smiley when you hit :-) on the kbd... wouldn't that be possible on an
>>> Atari, since the smiley is present in lotsa fonts (two different chars
>>
>>
>>Isn't there a two part face of a man smoking pipe in the atari system font?
>
>Yes, and here it is:
>
>

Its a referee, smoking a pipe first showing You the yellow, than the
red card ;-)
Bram

1620. STinG FEE calculation

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7fvqot$mm1$1@rubens.telebyte.nl>
Source record: 80000

I have tried to edit my LOCAL.FEE file to let STinG calculate my phone costs. My phonecompany (KPN Telecom) calculates phone costs per second. Normal charge is 6.5 ct/minute. I'm paying 10% less (special offer) making 5.85 ct/minute = 0.0975 ct/sec. Since I wanted to see Fl. as currency in my DIAL.LOG file I should be able to fill in 0.000975 in the fee file for the charging cost and 1 second for the corresponding time. Well, STinG does not read such a value correctly. Then I tried 0.0975, with ct being the currency. No luck either. Then I tried 0.10 ct per second. This is not perfect, but it comes close, and now it works.

As far as I can see there is no way to include the 10 ct that I pay on top of these costs for each time I get connected, no matter how short or long I stay online, in the calculation that STinG makes using this LOCAL.FEE file.

It would be nice if the last results of these calculations would be shown in the dialer window after hanging up. Now I have to open and read the DIAL.LOG file to see my phone costs.

These 3 things could use a little improvement. Not really very important problems, I know. The STinG developer(s) should take this as a compliment. If a program is good, there are only small things to complain about.

```
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

1621. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: "Joshua E. Rodd" <jerodd@noah.dhs.org>
Message-ID: <37236FB2.5C35D3D1@noah.dhs.org>
Source record: 80001
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

Christopher Browne wrote:
> "So we need to write a bunch of video drivers..."
> Any "graphics solution" has to deal with hardware to some extent or
> another, and the solutions to that piece at this point are:
> - If the hardware is old enough, DOS video drivers may be usable;

If you consider PGA/CGA/EGA/HGC support enough...

(IIRC there was an 8514 driver as well that used IBM's Adapter
Interface, so I could use it with my beloved Image Adapter/A <grin>).

> - Under DOS, one may use "BIOS" drivers;

I hope you mean VESA. The BIOS video layer is ridiculously slow,
and I don't see how IBM ever meant it to be useful at all (although
IBM's Techinical Reference manuals so that applications should *only*
use the syscall interface to use the video hardware, which no-one did
because a syscall for every pixel is just *too* slow).

> - Under Linux, hope that [SVGAlib|XFree86|GGI] support it.

But note that GGI is platform-independent...

1622. Regarding Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fvo8m$44k$1@ns1.thpl.lib.fl.us>
Source record: 80002

I had the diskdrive replaced in the atari STe so it is working 100% now.
I also have a 520STfm that has the diskdrive replaced and is also working
at 100% (the 520STfm is the one with the built in power sy and diskdrive)

1623. FS: Atari 520STfm

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7fvogd$44k$2@ns1.thpl.lib.fl.us>
Source record: 80003

this is the guy with the built in power sy and diskdrive, diskdrive was just replaced and now the machine is working at 100% care to make an offer?? e-mail please and thank you. By the By this is the 1/2 Meg machine for those of you with an interest.

1624. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <372374a2$0$498@news.zetnet.co.uk>
Source record: 80004

On 24 Apr 1999 20:06:20 , Karsten wrote:

>Isn't there a two part face of a man smoking pipe in the atari system font?

Yes. It comes in four parts:

Top left $1C
Top right $1D
Lower left $1E
Lower right $1F

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1625. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <372374a4$0$498@news.zetnet.co.uk>
Source record: 80005

```
On 24 Apr 1999 17:11:50 , Pat & Anna wrote:
>on Sunday 25-04-1999 00:14, Kenneth Medin wrote:
>
>>
>>
>>Will be most interesting to see what the too lines above will look like
>>when fetched from the server:-)
>
>Looks just fine, here. ;-)

Ah, the Newsie reader ignores the chars but they appeared when I used
Everest to 'FollwUp'.

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

1626. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372386742279941@tripnet.se>
Source record: 80006

On Sun 25-04-99 10:49 (GMT) Louis wrote:

>Probably because QED here is set to display 7x12 AES, which has the two
>smileys, but other fonts show the Fujisymbol. Heck, now I remember: I
>customized my 7x12AES once, perhaps I changed the Fujistuff into smileys
>myself...
>
>Kenneth, how did you get your smiley into the text???

The four characters that forms a man with a pipe are in the built in
TOS character set. To get them into the text I simply opend the Geneva
ASCII table and whith a simple click they appeared in QED. Can't you do
that in Magic? :-)

>
>BTW, when I set Okami to display TT-fonts, I get two empty square boxes.
>Must be the mapping somehow...

I doubt these characters look the same in any other font than the built
in Atari monospaced one.

>But, I repeat this for programmers: it should be easy to write a routine
>to display the smiley-character(s) once you hit :-) on the keyboard.
>It has been done already... (be it the one-and-only goodie from MS)

Will not work as there is no "smiley character" in the iso character
set.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1627. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37230fd44545101@ford-trucks.com>
Source record: 80007

on Sunday 25-04-1999 18:00, Louis wrote:

>yup, got the logging active. I'll switch it off, see what that leads to.

Ah, you'll most likely be pleasantly surprised by the results. :)

>Got my stuff nicely running now, using Spawner standard, so all I do now
>is start the Dialer, let it run, it starts the clockprogram to set my
>systemclock if needed, next runs Popwatch and does what it's gotta do,
>next runs Newswatch and does the same. After that I disconnect manually
>and kick Dialer out.

Just a quick question, why not let POPwatch and NEWSwatch run
concurrently. Here, I see no decrease in performance with both running?

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
Government expands to fill the available revenue, and then some.

1628. Re: BoxKite

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37230fd44545102@ford-trucks.com>
Source record: 80008

on Sunday 25-04-1999 19:34, Joe Connor wrote:

>Interesting, I haven't tried Boxkite for years, being a satisfied Freedom
>user, when was the last update?

The program date is 1/24/99, the docs look to be updated on 2/20/99.

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
Consultant: Someone who knows 101 ways to make love, but can't get a date.

1629. Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37230fd44545103@ford-trucks.com>
Source record: 80009

Anyone else try the latest aFTP, updated on 4/17/99. This is version 1.51Beta and is supposed to include bug fixes, among other things. Here, under MagiC/STinG setup, it is *very* unstable. I guess I need to go back to version 1.5Beta which was much more stable here. Just kind of curious to find out if anyone else had a bit more luck.

Thanks,

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
Imagination is more important than knowledge. -- Einstein

1630. Re: 720k ST disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <z+NKAhArz3l3Ewx5@steverosie.demon.co.uk>
Source record: 80010

In article <3722DDDB.64935782@earthlink.net>, sheercon
<sheercon@earthlink.net> writes
>Does anyone know of a program that will format 720k disks to 800K? And
>if so, where I could aquire such a program?
>
>Any help on this would be greatly appreciated. I am still on a quest to
>transfer games in the PC emulator format over to an Atari 1040 ST I just
>bought.

Any decent formatter will do it and most disk copiers will as well.
Fastcopy 3, in the public domain will do it.

What you need to do is ALTER the 'sector per track' and 'end sector'
values.

e.g. double sided (2 sides), 10 sectors per track (11 is pushing it a
little) and 81 or 82 tracks (end track 80 or 81).

--
Cheers! for now
Steve <><

The Atari Software exchange: www.steverosie.demon.co.uk
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1631. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7g019r$3hu$1@news1.xs4all.nl>
Source record: 80011

On 25 Apr 1999 13:51:24 , Pat & Anna wrote:
>Anyone else try the latest aFTP, updated on 4/17/99. This is version
>1.51Beta and is supposed to include bug fixes, among other things. Here,
>under MagiC/STinG setup, it is *very* unstable. I guess I need to go back
>to version 1.5Beta which was much more stable here. Just kind of curious
>to find out if anyone else had a bit more luck.

So far no problems encountered!

Greetings, Rein

1632. Belgian FTP site???

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Guido Goebertus <guidogoe@xs4all.nl>
Message-ID: <925080172-244042AEicMi@xs4all.nl>
Source record: 80012

```
Hi all,

I don't seem to get connection to this site at all.
What am I doing wrong?
I'm using Magic/Cab2.7/Fiffi, besides TOS (for CAF).
Any help would be appreciated!

Rgrds, Guido

\|/
(o o)
--oOOO---OOOo--------------/|\-Falcon-----------

L ||||||||||||||||||||||||||||||||||||||||||||||
db -50 -40 -30 -24 -18 -12 -6 0 over
R ||||||||||||||||||||||||||||||||||||||||||||||

------Guido Goebertus THD Studio Amsterdam------
----------->Total Harmonic Distortion<-----------
```

1633. Re: Calling Atari Artists or Anyone that can do animated GIF's

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <AA7mvEAwJ5I3EwVQ@steverosie.demon.co.uk>
Source record: 80013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts,uk.advert.computer,uk.advert.other

In article <UXyT6qAvWeG3Ew2o@steverosie.demon.co.uk>, Steve Stupple
<Steve@steverosie.demon.co.uk> writes
>Hi
>
>I'm trying to track down a spinning Fuji (the Atari symbol), can anyone
>help. Ideally it would have to be in GIF format for use on my web site.
>

Thanks to everyone that responded and I'm hoping to get something done
on my web site;)

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1634. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7g0514$8hb$1@sun27.hrz.tu-darmstadt.de>
Source record: 80014

Hi!

Louis <louis@holleman.demon.nl> wrote:
> While I got your attention, how is the progress on Thing 1.28 or higher?
> Can we expect something shortly?

Nope, not shortly. As some may have noticed, I was a bit envolved in
recent MiNT development, and I must honestly say that this made more fun
than working on Thing. But that doesn't mean I've dropped it, mind you.
But as I still plan some major improvements, things will take a bit. I
wouldn't expect anything before August, and don't kill me if it gets
even later.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1635. WTB: Cable for Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7g05s1$7r4$1@ns1.thpl.lib.fl.us>
Source record: 80015

what kindda cable and do you have one to hook up a megafile 30 to a 1040STe not a standard scsi cable, some special kind. If you have one how much or where can I buy one. sfpu@scfn.thpl.lib.fl.us

1636. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3723ad5621ec140@oden.se>
Source record: 80016

on Sat 24-04-99 13:38 Louis wrote:
>
----- snip ----- re: your new modem motivating new STinG 1.20 tests
>
> Well, I just did a session on Sting 1.20 and it went splendid.
> There must have been some hardware problem with my old modem lately, which
> turned up with the use of the new Sting. The old one worked OK, but
> sometimes had "freezing" tendencies, which started to show up after the
> initial installation of Sting 1.20.

I'm very glad to see that your problems have been solved, and that the
results show that the STinG 1.20 release can work on your system too.
I must admit that your previous results had me mystified, but this
is no longer surprising, since a hardware fault was involved.

> The new modem now is hooked into Modem-2, I ordered an adapter LAN-RS232
> and then I'm gonna use it at max speed from the LAN-port.

I'll be interested in a success/error report on that, since there are not
many who have used the LAN port for STinG. Most TT owners prefer to use
the 'Serial 2' output instead (which uses the same pins of the SCC IC).

If you have any problems making the LAN connection work, you may need to
make your own 'Serial 2' cable adaptor. The pinout follows below.

```
J902 Mnemonic DB-9 | J902 Mnemonic DB-9
---- -------- ---- | ---- -------- ----
1 DCD 1 | 2 DSR 6
3 RxD 2 | 4 RTS 7
5 TxD 3 | 6 CTS 8
7 DTR 4 | 8 SynClk Don't connect this pin
9 Ground 5 | 10 DSR_Out Don't connect this pin
```

As you can see from the above, making an adapter is fairly simple,
using a piece of 9-wire flat-cable and suitable connectors. But do
remember to cut the wire from pin 9 of the DB-9 connector, since
that is the 'Ring Indication' signal from the modem. A signal that
does not exist on the 'Serial 2' interface. The SynClk and DSR_Out
signals on J902 pins 8 and 10 are not intended for use with normal
asynchronous modems.

Naturally you may also want to make use of the 'Serial 1' interface,
so here follows the pinout for it.

```
J600 Mnemonic DB-9 | J600 Mnemonic DB-9
---- -------- ---- | ---- -------- ----
1 Unused | 2 Unused
```

3 RxD 2 | 4 RTS (NB_1) 7
5 TxD 3 | 6 Unused
7 DTR (NB_1) 4 | 8 Unused
9 Ground 5 | 10 Unused

NB_1: DTR and RTS of 'Serial 1' are not really implemented. Instead
they are simply connected through a 200 Ohm resistor (each) to
the +12 Volts supply.

The above should make it clear that 'Serial 1' is not useful for a
modem connection, though it can be used for local networking. STinG
itself does not require any (here absent) handshaking lines.

Finally, since you did mention three connectors in an earlier post,
let me emphasize that the third one (I assume you mean J602) is not
suitable for direct connection to any normal RS-232 connector. It
contains two 'leftover' I/O pins of the TT-MFP, which use standard
5 Volt logic levels, not the +/- 12 Volt levels of RS-232.

NB_2: Pins 1 and 3 of J602 are connected directly to the TT-MFP pins
25 and 26 (IO0 and IO1), without any other protection than a
2.2 kOhm resistor each, connected as +5 Volts 'pullup'. Do not
play with these without knowing _exactly_ what you do. Damage
to the MFP is likely to lock up the system !

NB_3: All pinout information above is taken directly from the original
Atari TT schematics. Component numbering may possibly differ in
some machines though, since many motherboard versions exist.

> Sofar I had regular connections at 3500 cps with Newsie, aFTP fetching a
> 600k file at 2975 (including the 3-4 interrupts in the connection to my
> ISP) and the rest looked OK as well.

This sounds fairly normal for the DTE-DCE speed used, but do not expect
all clients to improve equally much at higher speeds. I'm afraid 'Atack'
still optimize their stuff for MiNT only, so under STinG I have not gotten
very impressive rates for aFTP. That may possibly be due to my 'tweaking'
STinG settings to optimize CAB performance though. (Opinions on this ?)

My own results with the latest (?) aFTP 1.51b are really bad for uploads.
Somehow it seems to block the transfer rate at a little over 1000 cps, no
matter what bitrate I use (even at 153600 bps with local server). Weird !
No other FTP client shows any similar symptoms, and I've tried the lot...

> Fetched the latest Aniplayer as well and it does a fair job on MPEG's now.
>
Good, I'll go check it out myself too then.

----- snip ----- re: the 'Multipoint virus'
>
I'm afraid this is one of the many ailments where most attempts at a cure
merely serve to spread the disease to a wider range of potential victims.
Sort of like pre-Semmelweiss hospitals, you know, that actually lowered

the chance for survival of most patients.

I see only one solution: "Sterilize the quotes !"

PS: Don't panic !
Note that I wrote "quotes" and not "quoters". ;-)
DS.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1637. FS: Atari ST SupraDrive

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: route@hitter.net
Message-ID: <3723ac2f.19186709@news.hitter.net>
Source record: 80017

Atari ST SupraDrive with 112MB of storage for sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95959513

1638. Re: The ..... virus

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904251953.a36803@wun.maus.de>
Source record: 80018

Hallo Dennis!

S>it's...even...better...when...my...space...bar...does...not...work
S>and...there...is...already...a...new...membrain...inside...the...keyboard
S> it's...the...plastic...hooks...that...broke...off.

Couldn't u use Alternate+32 on the numeric keyboard to emulate that " " thing?
Or is the alternate key defective, too?

Btw, it should be possible to hook the keyboard from any ST to the TT, might
just require some soldering.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1639. Re: ICQ for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372361c21698cb10@holleman.demon.nl>
Source record: 80019

Hi,

well, tried this ICQ.TOS a bit further: established a connection, started ICQ and issued a 0 for a new UIN. Next gave the password I want, a second time and next the screen displays "Creating Connection", then "Sending Request" and after that it hangs. Blam! Need the resetbutton to get out.

So for the moment: no (further) go.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1640. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372361c21698cb11@holleman.demon.nl>
Source record: 80020

Hi,

well, turning Newswatch' logging to off, raised the average cps rate from around 700 to 1200-1300. That's on a 38400 connection. Gotta wait for my LAN-RS232 cable to get max speed. And indeed, the "strange HD sounds" disappeared Martin :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1641. FS: Color Monitor SC1224

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: bob <racfac@bigfoot.com>
Message-ID: <zRtV2.131$VW1.13119@news.uswest.net>
Source record: 80021

```
Color Monitor SC1224 $40 (plus shipping appox. $30)
or Make offer.
Send Email to racfac@bigfoot.com
```

1642. Re: STinG FEE calculation

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Gary Priest <gary@the-gap.demon.co.uk>
Message-ID: <925338681.9210.0.nnrp-13.9e98e4aa@news.demon.co.uk>
Source record: 80022

Why don't you try using CoSTa, available from my web site:
www.the-gap.demon.co.uk

Gary

Martin Tarenskeen <mt@telebyte.nl> wrote in message
news:7fvqot$mm1$1@rubens.telebyte.nl...
> I have tried to edit my LOCAL.FEE file to let STinG calculate my phone
> costs. My phonecompany (KPN Telecom) calculates phone costs per
> second. Normal charge is 6.5 ct/minute. I'm paying 10% less (special
> offer) making 5.85 ct/minute = 0.0975 ct/sec. Since I wanted to see Fl.
> as currency in my DIAL.LOG file I should be able to fill in 0.000975
> in the fee file for the charging cost and 1 second for the
> corresponding time. Well, STinG does not read such a value correctly.
> Then I tried 0.0975, with ct being the currency. No luck either.
> Then I tried 0.10 ct per second. This is not perfect, but it comes
> close, and now it works.
>
> As far as I can see there is no way to include the 10 ct that I pay on
> top of these costs for each time I get connected, no matter how short
> or long I stay online, in the calculation that STinG makes using this
> LOCAL.FEE file.
>
> It would be nice if the last results of these calculations would be
> shown in the dialer window after hanging up. Now I have to open and
> read the DIAL.LOG file to see my phone costs.
>
> These 3 things could use a little improvement. Not really very
> important problems, I know. The STinG developer(s) should take this as
> a compliment. If a program is good, there are only small things to
> complain about.
> **
> * That's it folks ! *
> * *
> * Martin Tarenskeen *
> * Homepage: http://www.telebyte.nl/~mt *
> **

1643. Misc '89-'91 ST magazines offered - SF Bay area US

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: polard@wenet.net
Message-ID: <polard-2504990920130001@spain-23.ppp.hooked.net>
Source record: 80023

I have about 30 Atari magazines as follows, minus disks, for sale - best offer for the lot in the next two weeks gets them. Pick up in Mountain View, CA, USA, or COD.

Atari User - June '91
Atari Explorer - Jan-Feb '89, Jan -Feb '91
Atari ST Journal - Nov '90
ST Log - Jan '88, Jan '89
ST Applications - Nov '87
ST Express - Oct '89
START:
V1,#1,3,
V3 #1, 3 through 11 (#10 has disk!)
V4, #1,2, 5-7, 9
V5, #4, 5, 7.
Special Issues 1, 2, 3.

--
Henry Polard || My dictionary puts the cart before the horse.

1644. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37225110615f931@tripnet.se>
Source record: 80088

On Sat 24-04-99 20:06 (GMT) Karsten wrote:

>On 22 Apr 1999 19:39:50 , Louis wrote:
>
>> smiley when you hit :-) on the kbd... wouldn't that be possible on an
>> Atari, since the smiley is present in lotsa fonts (two different chars
>
>
>Isn't there a two part face of a man smoking pipe in the atari system font?

Yes, and here it is:

Will be most interesting to see what the too lines above will look like
when fetched from the server:-)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

1645. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Asan Tu <elterwater@geocities.com>
Message-ID: <7ftlfv$f9l$1@news5.svr.pol.co.uk>
Source record: 80089

>> It depends on the upgrade board. Mine required no soldering that I can
>> remember... it was just a push-in board that let me use up to 4-1 Meg
>> SIMMS.
>
>And what did it push into ? The CPU socket maybe?

I do remember various STFM motherboards had their processor on a socket, and this could be removed, the adapter board plugged into said socket and the processor placed onto the adaptor board. However, there were many revisions of the STFM motherboard, and unfortunately, mine was one with the processor pre-soldered into the board. ST Format, in one of their features on upgrading ram, actually had pictures of all these different boards, some with socketed CPUS, some with soldered CPUs. With these boards, you actually have to manually solder your own socket on top of the processor, and plug the adaptor connector into the socket.

There was also an additional adaptor which you could use to plug the MMU adaptor over the MMU chip itself if the MMU was soldered into the board. Believe, many trips to MAPLIN buying sockets (you have to BEND the legs over the processor, then solder the legs of the socket onto the processor!!) later, I had a working STFM with 1MB ram. I was well chuffed :o)

Bottom Line : If it's a socketed processor, you're off to an easy start. If not, I hope you're good with a soldering iron :o)

cheers
Asan

1646. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3722681c$0$498@news.zetnet.co.uk>
Source record: 80090

>You don't need a special driver, the one you already have will work.

not strictly so when I bought my first falcon the supplied driver only
did IDE

Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1647. Re: The ..... virus

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: <>
Message-ID: <372279b3.0@news.qnet.com>
Source record: 80091

On 24 Apr 1999 08:44:31 , Stichting ST wrote:
>
>It is all a running joke.
>
>Suddenly I detected in this newsgroup an upsurge of ... in texts.
>A habit that seems to spread like wildfire. Like a virus.
>
> According to some New-Agers here: it is a 'mneme'.
>
ya...it's...a...joke...alright.

it's...even...better...when...my...space...bar...does...not...work
and...there...is...already...a...new...membrain...inside...the...keyboard
it's...the...plastic...hooks...that...broke...off.

my___leftside___shift___key___also___doesn't___work___and___there
are___no___atarians___but___myself___within___20___miles___of___me.

There___now___i've___started___the___"___"Virus!

--
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
--

1648. MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ftsag$ab6@enews4.newsguy.com>
Source record: 80092

Two questions regarding the desktop images used with MagiC 5/Magxdesk:

1. According to Image Copy 4, the format of the IMG files used for desktop backgound images is "IMG (extended)". Well, I have a decent selection of IMG backgound pics to use with MagiC already, but I tried converting some cool pics from a CD ROM (small JPGs designed for use as web page backgounds/textures) to the "IMG (extended)" format [and according to Image Copy, that's what they were] but they DO NOT work with MagiC - I just get the standard solid colored desktop - no picutre. What's the secret?

2. Where can I find some good 256/true color (not 16 color) IMG files suitable for use as a MagiC/Magxdesk desktop background image?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1649. Disappearing Mouse Pointer?

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ftsah$ab6@enews4.newsguy.com>
Source record: 80093

I know I've seen this mentioned before, but isn't there a little ACC or AUTO program that will enable the mouse pointer to re-appear after it mysteriously disappears? This seems to be happening to me a lot now since I started running at 800x608x256 with Nemesis/Videlity - after running a TOS program in a window. As soon as I finish and quit the VT52 in a window program, no more mouse pointer.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1650. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-25 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7fu41j$5iq$1@bomb.dynamite.com.au>
Source record: 80094

On 24 Apr 1999 11:06:48 , Louis wrote:

>Now I'm first gonna look for this LAN/RS232 adapter, then I'm gonna try
>LAN for max speed and test Sting 1.20 again.

Louis,

Re your query on the TT serial ports, the connections between the
motherboard and the 9-pin D plugs are made with 9 core flat cable and
the connections are made by insulation displacement, so the
connections to the pins are

pin 1 (top row)
pin 6 (bottom row)
pin 2 (top row)
pin 7 (bottom row)
and so on across the flat cable.

It should not be too hard to lash up replacements.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1651. Re: Sm124??

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3724220B.BF7DCD13@directprovider.REMOVETHECAPITALS.net>
Source record: 79895

Lethor7 a ï¿½crit :
>
> hi,
> what type of monitor is this. Is it a color monitor or mono???
> Also, thanks to all the questions answered to date.

It's an Atari mono monitor. Very nice paper-white 72Hz display. A must
if you want to use your Atari for anything serious. A no-go for games
though.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1652. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <YrxQFaAdWCJ3EwM0@steverosie.demon.co.uk>
Source record: 79896

In article <Pine.MNT.4.10.9904260123260.112-100000@tampa1-032.southeast.
net>, kellis <kellis@leading.net> writes
>
>Yeah, I need to buy a MagiC compatible mouse.
>With also, if possble a mouse mat, ALSO magic compatible.
>Any help appreciated.
>
>think about it.

Hi

Firstly where are you in this wide, wide world!!!

I have a couple of mouse mats for sale, all brand new and still sealed
with a picture of the Oasis pop group on them.

I'm looking for ï¿½1.50 each for them or may be I'll swap something for
one or all 20 of them. Take a look:

http://www.steverosie.demon.co.uk/oasis.jpg

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1653. Re: WTB: Cable for Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XrHTlfAFYCJ3EwMP@steverosie.demon.co.uk>
Source record: 79897

In article <7g05s1$7r4$1@ns1.thpl.lib.fl.us>, James R. Saleeby
<sfpu@scfn.thpl.lib.fl.us> writes
>what kindda cable and do you have one to hook up a megafile 30 to a
>1040STe not a standard scsi cable, some special kind. If you have one
>how much or where can I buy one. sfpu@scfn.thpl.lib.fl.us

Hi

I've got a spare one somewhere;) What price will you give me for it?

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1654. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3724231c20098ba0@holleman.demon.nl>
Source record: 79898

on Sun 25-04-1999 00:14 Kenneth Medin wrote:

>
>
>Will be most interesting to see what the too lines above will look like
>when fetched from the server:-)
>

Hello Hello

Nah, that's wrong:

Try again:

Looks a bit better, uh? It's the devil smilin'...

Another one:

Wow, it's Ronald's VirusCat... or Captain Wall Russ?

PS: don't use the Atari systemfont Referee-with-a-pipe for this!
(If you got this one, use Rufus ANSI font to display! Looks really nice...)

One more go then: -
-

Hey, it's Fatman! or SquareHead... me, after another day watching the
screen...

The moral of this story: I checked nearly all my GDOS-fonts, only Atari
systemfont and I believe Monaco/Ocanom display the man with the beard. Some
charsets have two parts of the whole thing reversed.

Some charsets display kinda ANSI graphic stuff.

Rufus ANSI and another one display the round smiley.

Conclusion: this smiley is pretty much useless if you ain't using
Atari Systemfont or Rufus ANSI. Let's just stick to :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1655. STIK-II (was "Stik help")

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7g1ntk$8nn$1@nnrp1.dejanews.com>
Source record: 79899

In article <37241FBF.D2AC55D4@directprovider.REMOVETHECAPITALS.net>,
Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
> What the heck are you still doing with STiK. It's old and it only

Some time ago I heard rumours about a STiK-II being released. It was supposed
to feature both PPP and CHAP. (Chap is still unsupported in STinG AFAIK)

Is this STiK still being developed?

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1656. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904260908280.105-100000@tampa1-029.southeast.net>
Source record: 79900

Is the mouse mat "Oasis" compatible with magic?

On Mon, 26 Apr 1999, Steve Stupple wrote:

> In article <Pine.MNT.4.10.9904260123260.112-100000@tampa1-032.southeast.
> net>, kellis <kellis@leading.net> writes
> >
> >Yeah, I need to buy a MagiC compatible mouse.
> >With also, if possble a mouse mat, ALSO magic compatible.
> >Any help appreciated.
> >
> >think about it.
>
> Hi
>
> Firstly where are you in this wide, wide world!!!
>
> I have a couple of mouse mats for sale, all brand new and still sealed
> with a picture of the Oasis pop group on them.
>
> I'm looking for £1.50 each for them or may be I'll swap something for
> one or all 20 of them. Take a look:
>
> http://www.steverosie.demon.co.uk/oasis.jpg
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
>
> The Atari ST Software exchange: asx.atari.org
> Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **
>
>

1657. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7g1qeb$81f$2@news.campuscwix.net>
Source record: 79901

```
On 24 Apr 1999 20:06:20 , Karsten wrote:
->On 22 Apr 1999 19:39:50 , Louis wrote:
->
->> smiley when you hit :-) on the kbd... wouldn't that be possible on an
->> Atari, since the smiley is present in lotsa fonts (two different chars
->
->
->Isn't there a two part face of a man smoking pipe in the atari system font?
->
->
->Karsten
->
->
->----------------------------------------------------------------
-> Karsten van Vuuren | tjendol@wxs.nl
-> reporting from Amsterdam
->----------------------------------------------------------------
-> On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02
->
->.

Hi. IIRC, that is in Atari BASIC. Its a peek/poke command that shows
it up. Seems that some Atari programmer decided to immortalize him-
self... ;-)

PS I'm thinking I first read about this in Compute! magazines "Atari
Outpost" section, but its been so long I could be wrong... ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1658. Ste and Megafile 60 boot?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Enver <kil_kal@usa.net>
Message-ID: <i3_U2.154$jl3.817@read2.inet.fi>
Source record: 79902

Hi! ..some
I found old megafile60, it works fine with my stfm but when i try boot ste i
hav only 3bombs?

braths the woplem?

best . enver@email.com

1659. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Asan Tu <elterwater@geocities.com>
Message-ID: <7g1qi7$92o$1@news8.svr.pol.co.uk>
Source record: 79903

Oh certainly, but you'll need the special drivers for it, which you can
download from the apple website.

Am I right in thinking that this is a wind-up? AFAIK a mouse mat is a bit of
rubbery stuff you move your mouse on, and that you don't actually NEED it to
be compatible with anything, apart from your desk and your tastes.

cheers
Asan

kellis wrote in message ...
Is the mouse mat "Oasis" compatible with magic?

On Mon, 26 Apr 1999, Steve Stupple wrote:

> In article <Pine.MNT.4.10.9904260123260.112-100000@tampa1-032.southeast.
> net>, kellis <kellis@leading.net> writes
> >
> >Yeah, I need to buy a MagiC compatible mouse.
> >With also, if possble a mouse mat, ALSO magic compatible.
> >Any help appreciated.
> >
> >think about it.
>
> Hi
>
> Firstly where are you in this wide, wide world!!!
>
> I have a couple of mouse mats for sale, all brand new and still sealed
> with a picture of the Oasis pop group on them.
>
> I'm looking for £1.50 each for them or may be I'll swap something for
> one or all 20 of them. Take a look:
>
> http://www.steverosie.demon.co.uk/oasis.jpg
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
>
> The Atari ST Software exchange: asx.atari.org
> Email: ASX@steverosie.demon.co.uk
>

> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD:
lastpd.atari.org
> Email: Last@steverosie.demon.co.uk
>
> Nick: Mocknbird Tel: 0870 7402518
> ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********
>
>

1660. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Asan Tu <elterwater@geocities.com>
Message-ID: <7g1qm5$950$1@news8.svr.pol.co.uk>
Source record: 79904

Well, yes I had the Marpet (Thanks for reminding me!)

But the plugs only worked if your chips were socketed already. For the poor souls like me with soldered chips, we had to solder a socket over the video shifter, but thankfully there was a plug adaptor for the MMU.

cheers
Asan

Roger Cain wrote in message <37241585$0$496@news.zetnet.co.uk>...
>On 25 Apr 1999 12:05:11 , "Asan Tu" wrote:
>>ooops, it's not the processor which you had to fit the adaptor over, it is
>>the video shifter chip (rectangular shaped chip in the center of the
board,
>>housed in the little metal box)
>
>I suppose it depends on which extension board you are using. The
>Marpet, for instance, has two 'plugs' which fit onto the MMU and the
>Video shifter. One picks up the DATA lines the other the ADDRESS
>lines.
>
>
>--
>Roger Cain, Manchester, UK NeST:90:100/103
>TT 6Mb/MagiC 5/NVDI 4
>____

1661. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <37247c224c54160@xs4all.nl>
Source record: 79905

on Sun 25-04-1999 20:52 Kenneth Medin wrote:

>Will not work as there is no "smiley character" in the iso character
>set.

The "smiley" characters are ASCII 28, 29, 30, and 31. These are in the
range < 32 AND THEY SHOULDN'T BE USED IN INTERNET MESSAGES. But all
news and mail readers will leave them as they are, and since they
aren't apparently used as control characters, they will come through
unscathed.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw

1662. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37246E59.E01D64EF@cable.A2000.nl>
Source record: 79906

kellis wrote:
>
> Is the mouse mat "Oasis" compatible with magic?
>

To prevent mice from flying away on their magic mats,
keep firmly hold on their tails.

Henk.

1663. FA: Classic Atari Mags

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: danver@halcyon.com
Message-ID: <7g1sne$di1$1@nnrp1.dejanews.com>
Source record: 79907

Hello,

I just posted the following items on eBay.
Please have a look if you are interested.

35 issues of STart Magazine (Atari ST)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95471276

14 issues of ST Format + disks! (Atari ST)
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95472953

Thanks,
Dan Vernon

----- Posted via Deja.com, The People-Powered Information Exchange -----
------ http://www.deja.com/ Discussions * Ratings * Communities ------

1664. Re: Done it!

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372479cd$0$490@news.zetnet.co.uk>
Source record: 79908

Jo Even Skarstein wrote in message <7fvae8$k8l$2@snipp.uninett.no>...
>kevin dermott <kdermott@zetnet.co.uk> wrote:
>
>>>You don't need a special driver, the one you already have will work.
>
>> not strictly so when I bought my first falcon the supplied driver only
>> did IDE
>
>??? AHDI with no SCSI-support? The one I got one of the "language-disks"
>certainly supported SCSI.

partial correction, AHDI 6.03 it only seemed to support IDE 0/1 and scsi
unit 0 with no way of configuring more it's a long time since I used it
but at the time I had bought a Syquest 135 which I had set to unit 4 this
worked fine on my STE but with less knowledge then, I spent several
nights trying to get it to work on the Falcon ,only after setting it to
I think 1 which was Syquests way of saying 0 did it work. during this lot
I was futher confused with a Mini S scsi drive I had also bought from
Systems Solutions as the device selector was wired wrong ie 5=3 and so on
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1665. Re: Ste and Megafile 60 boot?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372484A1.AF8520F7@directprovider.REMOVETHECAPITALS.net>
Source record: 79909

Enver a ï¿½crit :
>
> Hi! ..some
> I found old megafile60, it works fine with my stfm but when i try boot ste i
> hav only 3bombs?
>
> braths the woplem?
>

Looks like one of the AUTO programs or ACCessories is not STE
compatible. Try renaming each of the AUTO progs to .PRX and the ACCs to
ACX until you find the culprit.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1666. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3724866B.63D312E9@ping.be>
Source record: 79910

kellis a *crit :

> Yeah, I need to buy a MagiC compatible mouse.
> With also, if possble a mouse mat, ALSO magic compatible.
> Any help appreciated.
>
> think about it.

Oh little fairy, just take your magical wand and make a try !!!!

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1667. Atari STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: ianblack <ianblack@breathemail.net>
Message-ID: <372498ec@news2.vip.uk.com>
Source record: 79911

For Sale

Atari 520STFM upgraded to 2.5Mbyte
Philips CM8833 Mk2 Monitor
Mouse & Keyboard
Loads of s/w on floppy

Offers to ianblack@breathemail.net

Sorry, got my email address wrong in previous advert

Any trial

Located in Hertfordshire, UK

1668. Atari STFM For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: ianblack <ianblack@breathemail.net>
Message-ID: <37249ab5@news2.vip.uk.com>
Source record: 79912

For Sale

Atari 520STFM upgraded to 2.5Mbyte
Philips CM8833 Mk2 Monitor
Mouse & Keyboard
Loads of s/w on floppy

Offers to ianblack@breathemail.net

Any trial

Located in Hertfordshire, UK

1669. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqvois.1d8vzj6t4dwuoN@pm-d04.rhein-main.de>
Source record: 79913

> under MagiC/STinG setup, it is *very* unstable. I guess I need to go back
> to version 1.5Beta which was much more stable here. Just kind of curious
> to find out if anyone else had a bit more luck.

Canï¿½t follow that. Use STinG 1.51ï¿½ since 3 days with MagiC6.
Perfectly, same with 1.50
Iï¿½m replace all old items with all new items out of the new archive.
Thatï¿½s all.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1670. Re: Sm124??

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3724a831$0$490@news.zetnet.co.uk>
Source record: 79914

On 26 Apr 1999 01:22:13 , Lethor7 wrote:
>hi,
> what type of monitor is this. Is it a color monitor or mono???
>Also, thanks to all the questions answered to date.

Mono, high resolution 640x400. It's really the best for all normal
work on the machine.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1671. 520st OS on floppy

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: wesinnc@aol.com
Message-ID: <19990426141803.02635.00001941@ng-fd1.aol.com>
Source record: 79915

I have an old Atari 520st (one of the early ones that does not have the OS in ROM) and I am looking for the OS on floppy disk. Thanks!

Wes
wesinnc@aol.com

1672. Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7g2c6i$p7k$2@news6.svr.pol.co.uk>
Source record: 79916

Hi all,
I have a problem on the Download module when I want to download
a file when I am on line,the one that downloads in the background
while you do something else,I right click and run down to the download
bar and nothing happens.
All the modules are in the folder,I have done a new re-install,also the
Hotlist check module is not working.
I can download with a left click on the mouse and when the file
selector comes up I can send it to the drive of my choosing,but it is
the download that runs in the background thats the problem,it simply
does not come up,
any ideas anyone,
thanks,
Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

1673. Re: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3724442024c8d2b6@lvdi.net>
Source record: 79917

On Sun 25-04-1999 10:22, Jos den Bekker scribbled:

>I am very sorry about the confusion I have apparently caused. I simply
>could not deal with this matter effectively, since I have been busy
>for months to recover from a disastrous harddisk crash.
>
>I will make an announcement about this in due course.

Thanks, Jos. I hope I didn't speak out of place or further add to
the confusion.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1674. RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: <>
Message-ID: <3724b591.0@news.qnet.com>
Source record: 79918

Whenever_I_try_to_use_FTP_via_CAB_2.7_Demo

I_get_a_message_something_like_"No_RSC"

And_I've_looked_at_everything_and_can't_find_a_RSC_file_for_the

CAB_FTP.APP_inside_CAB_2.7

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1675. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3724c650304aeb0@ping.be>
Source record: 79919

on Mon 26-04-1999 19:24 Robert Schaffner wrote:

>
>> under MagiC/STinG setup, it is *very* unstable. I guess I need to go back
>> to version 1.5Beta which was much more stable here. Just kind of curious
>> to find out if anyone else had a bit more luck.
>
>Canï¿½t follow that. Use STinG 1.51ï¿½ since 3 days with MagiC6.
>Perfectly, same with 1.50

The same overhere. Very stable. The only different is that I'm using the
MiNT/MiNTnet version with freeMiNT 1.15.1-1.2/N.AES 1.2.0.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1676. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g2dkvhds1@news.inet.tele.dk>
Source record: 79920

>From: kellis <kellis@leading.net>
>
>Yeah, I need to buy a MagiC compatible mouse.
>With also, if possble a mouse mat, ALSO magic compatible.
>Any help appreciated.
>
>think about it.
>

He he,- you know better than that Kath.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1677. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g2dl2hds2@news.inet.tele.dk>
Source record: 79921

>From: Martin-Eric Racine <q-funk@pp.fishpool.com>

- snip -
>
>Underline _cheap_, as in "really ain't worth shit".
>
>USB is the most bloated hardware spec ever produced. In fact, they've
>it's soalready moved to USB-2, which says a lot about how badly designed
>it was in the first place. Pathetic...

Well,- I didn`t know that, I was only thinking about the price of printers,
scanners etc.

>
>Quite far from essential. There's already _plenty_ of ISA and PCI
>cards, some of it completely brilliant, that hasn't even been tried
>on the Mac/PC platform, simply because those marvels are produced by
>marginal, lesser-known manufacturers.

I belive you, but then again any scsii harddrive, zip or what ever, even
printers cost a lot more than any USB device. And we all know that the price
is important to most Atari users. It is to me.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1678. HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g2dl4hds3@news.inet.tele.dk>
Source record: 79922

Anybody know if HD Driver v.7 will let me use my external harddrive from a Mac on my Falcon and the Mac?

I have this huge extern 4.3 Gb harddrive on a Mac Centris 660 and like to connect it to my Falcon. I did try to set it up, and a ID check shows the drive, but I can`t access the drive, as it is a Mac format right now.

Any suggestions??
cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1679. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <37245e64574800@gelrevision.nl>
Source record: 79923

on Mon 26-04-1999 06:05 Daniel L. Dreibelbis wrote:

>
> done under MagiC and Edith, though it seems #31 is now reserved for
>the "other window" gadget for MagiC's windows....
>
Try the CoNnect Ansi font, give a nice balloon with a smiling face on
it
How about keeping you off the street ;-)
Bram

1680. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3724c9fcd184ee0@oden.se>
Source record: 79924

on Mon 26-04-99 19:24 Robert Schaffner wrote:

>
>> under MagiC/STinG setup, it is *very* unstable. I guess I need to go back
>> to version 1.5Beta which was much more stable here. Just kind of curious
>> to find out if anyone else had a bit more luck.
>
>Canï¿½t follow that. Use STinG 1.51ï¿½ since 3 days with MagiC6.
>Perfectly, same with 1.50

There is some misunderstanding here. He spoke of 'aFTP 1.51b', and going
back to the older 'aFTP 1.5b'. The new STinG version is 1.20, so the version
numbers that you mention do not exist yet.

>Iï¿½m replace all old items with all new items out of the new archive.
>Thatï¿½s all.

In referemce to STinG 1.20 installation (I think that's what you meant),
that is not quite all. It is vital to remove any old STXs that were not
replaced by any new ones in the new release.

Mostly those were just empty port driver 'skeletons' that have no function,
but they do have the _old_ port driver structure, which makes them cause
the _new_ STinG to bomb. Only new STinG modules will work right with the
new STinG kernel. The same also applies to STING.CPX, and the dialer.

Also, as usual when updating CPXs, it is necessary to reinitialize their
settings and save these settings into the new CPX files. I strongly
recommend using the shortest STinG 'delay' possible (10 ms) for all
machines that can handle it. For slower machines 20 ms will be a good
compromise, but higher values should be avoided.

I mention these things here again because forgetting some of the above is
the most common mistake made by users updating their STinG installations.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1681. To all hardware/software developers here:

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: coyote@brionne.cyberverse.com
Message-ID: <925160288.529421@rodelo.cyberverse.com>
Source record: 79925
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st

Hi there!

Please exuse me as I've never tried to do anything like this before.
As no doubt a number of you might be somewhat tired of the glut of glossy computer magazines all centered around the flavour of the decade, most notably Windows, a friend and I have come up with the idea of starting up an alternative computing newsletter.
If we're successful it might even turn into an actual magazine, dare we dream. I'm still in the process of deciding what exactly to focus on but I do know this much: I want to cover hardware and software being made or in development for such old die-hard classics as the Atari ST and Amiga. Heck, there's a company out there what's still making new hardware for old Commodore 64s and 128s. There's even people making new games for old videogame machines. That's the sort of thing we want to cover.
So, I figured I might as well ask you gentle readers on these NGs, since I recall at least a few of you out there are hardware or software developers. I would like to include adverts! I promise to give you more details as I work things out, if you respond. I thought my best bet would be to start scoping around on these groups since this is where a lot of stuff gets hashed out.

Thanks in advance!

--
-- "Happiness is a deaf wolf".
http://ciips.ee.uwa.edu.au/~hutch/hal/HAL/Talk.phtml

1682. .ST to disc

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7g2kk5$r9f$1@news5.svr.pol.co.uk>
Source record: 79926

Anyone got any ideas on how to convert .ST pacifist files back to discs ?

thanks

Chris.swinson@zetnet.co.uk

1683. Re: Calling STOS contactx

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7g2kt5$rg6$1@news5.svr.pol.co.uk>
Source record: 79927

Sounds great, I like beginners :-)

Mail me with your ideas ?'s or whatever !!!

Chris

Andrew J. Wright wrote in message <7fddsmfkp1@news4.svr.pol.co.uk>...
>Although I've been away from STOS for two years now (and indeed the entire
>ST scene), I'd be interested in anything to do with this.
>
>Andi.
>
>Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk> wrote in
message
>news:7fcl25$k4i$1@news7.svr.pol.co.uk...
>> I am looking for *ANY* STOS coders out there, no matter if you are a
>expert
>> or compleate novice I would like to here from you.
>>
>> If you need help, wanna swap ideas or playtest programs then mail me now.
>> I've already collected a handful of people so where are all the other
>coders
>> out there ? There must be loads of you people out there somewhere ???
>>
>> If you know of any good STOS mailing lists then please mail me the info
to
>> join :-) Any good STOS sites or even Atari sites then please let me know
>!!
>> I'm also looking for any FTP sites with anything Atari related on there.
>>
>> So come on guys where are'ya all hideing ?
>>
>> Chris
>>
>>
>>
>>
>> --
>> ---------
>> chris-swinson@mega-disczine.freeserve.co.uk
>> www.mega-disczine.freeserve.co.uk/
>> www.users.zetnet.co.uk/mega.disczine/
>>
>> #mega_disczine X-net 9:00PM GMT
>>

>> ICQ 25028406
>>
>> -----
>>
>>
>>
>>
>
>

1684. Re: Sm124??

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925162275.4089.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 79928

Lethor7 wrote in message <19990425212213.21241.00001736@ng-cd1.aol.com>...
>hi,
> what type of monitor is this. Is it a color monitor or mono???

Mono. It's what you need to use ST-High resolution (640*480, 2 cols). They are generally a very nice paper white display, and this res is the minimum for a fair few recent or "serious" apps (eg Papyrus, Calamus). Also essential for Cubase and Notator, the big 2 music programs for the ST.

Most games won't work with a mono monitor (though there are some which will, Monkey Island springs to mind).

If you are thinking about getting one, go for it if the price is right; you will have by far the most comfortable display for most things apart from games or colour graphics work.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1685. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925162279.4089.1.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 79929

kellis wrote in message ...
>
>Yeah, I need to buy a MagiC compatible mouse.

Perhaps a gerbil, they run faster...

>With also, if possble a mouse mat, ALSO magic compatible.

Oh you mean one with built-in candelabra and a special holder for the spell book...

>Any help appreciated.

Just as well, really...

>think about it.

Have done: still can't work out what you're getting at.

thinks: has kellis finally lost the plot completely? - this is what comes of staring at all that MiNT source code for so long...

:-)

For the humour impaired, NOTE THE SMILEY!

And on a serious note: just what has lit the blue touchpaper this time?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1686. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7g2d1s$8bv@james.hwcn.org>
Source record: 79930

In article <7g1qeb$81f$2@news.campuscwix.net>, darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:

> Hi. IIRC, that is in Atari BASIC. Its a peek/poke command that shows
> it up. Seems that some Atari programmer decided to immortalize him-
> self... ;-)
~^~^~^

1687. Missing Posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3724e70d$0$494@news.zetnet.co.uk>
Source record: 79931

Although Newsie tried several times posts 18253 4 5 6 and 7 came down as
<No Subject> did anyone else have this problem?

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1688. MagiC, STData and STDesign

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3724e70f$0$494@news.zetnet.co.uk>
Source record: 79932

First off I know these are old programs but they are still very good and I have years of info stored on STData.

Basically STDesign is for creating the record format to be used in STData. STDesign works quite happily in MagiC, STData tells me there is insufficient memory for it to run. I cannot understand why one will work and the other won't.

I have tried endless permutations of the settings in show info and applications such memory limitation, operate in Single mode etc. etc. as well as changing the flags, nothing works. All that is left is to try setting the parameters. I haven't a clue how to do this, whether that could affect anything or even really what it means.

Does anyone have any suggestions please? It is the only program that I use regularly where I have to disable MagiC.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1689. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3724e712$0$494@news.zetnet.co.uk>
Source record: 79933

On 25 Apr 1999 08:49:42 , Louis wrote:
>on Sun 25-04-1999 00:14 Kenneth Medin wrote:
>
>>On Sat 24-04-99 20:06 (GMT) Karsten wrote:
>>
>>>On 22 Apr 1999 19:39:50 , Louis wrote:
>>>
>>>> smiley when you hit :-) on the kbd... wouldn't that be possible on an
>>>> Atari, since the smiley is present in lotsa fonts (two different chars
>>>
>>>
>>>Isn't there a two part face of a man smoking pipe in the atari system font?
>>
>>Yes, and here it is:
>>
>>
>>Will be most interesting to see what the too lines above will look like
>>when fetched from the server:-)
>>
>Kenneth,
>
>it showed up alrite.... in Okami. NOT in Newsie, whatever font I display
>in there. Just to empty lines. Same as the follow-up from someone else.
>
>
Clipped

It didn't show up in Everest, the text editor I use with Newsie
but it did appear in Edith Pro.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1690. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372492aabc2590@ford-trucks.com>
Source record: 79934

on Monday 26-04-1999 19:24, Ronald Andersson wrote:

>There is some misunderstanding here. He spoke of 'aFTP 1.51b', and going
>back to the older 'aFTP 1.5b'. The new STinG version is 1.20, so the version
>numbers that you mention do not exist yet.

Yep, I meant aFTP 1.51B, not STinG. STinG 1.20 is solid here and has
been from the get-go. So far aFTP, however, doesn't look pretty. :)

Thanks for all the input. I dumped the old aFTP config file and created a
new one from scratch and I'll try it again next time online.

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
A lack of leadership is no substitute for inaction.

1691. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372492aabc2591@ford-trucks.com>
Source record: 79935

on Monday 26-04-1999 20:44, prunus@post3.tele.dk wrote:

>>From: Martin-Eric Racine <q-funk@pp.fishpool.com>
>
>>Underline _cheap_, as in "really ain't worth shit".
>>
>
>I belive you, but then again any scsii harddrive, zip or what ever, even
>printers cost a lot more than any USB device. And we all know that the price
>is important to most Atari users. It is to me.

And, like it or not, USB for "low" speed and firewire for highspeed
devices is the way of future peripherals. Apple already made the move
because they have a more controlled environment. The Intel/MS side has
been trying to make the move; they just haven't managed to get there, yet.

The move is to closed boxes and serial interface peripherals... kind of
Deja Vu all over again. ;-)

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
See yourself as you want to become, not as you are. -- Anonymous

1692. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37249530dbbf50@ford-trucks.com>
Source record: 79936

on Monday 26-04-1999 17:15, Pat & Anna wrote:

>Thanks for all the input. I dumped the old aFTP config file and created a
>new one from scratch and I'll try it again next time online.

Tacky replying to my own message, I suppose, but...

With the newly created config file and Logging turned OFF (aFTP had
trouble creating the log file for some reason) all is better. I don't know
what the problem really was but it appears much better, now.

I'll investigat the Log file issue sometime, not a priority right now.

Thanks,

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
After a number of decimal places, nobody gives a damn.

1693. [FREEWARE] MiNTsetter 3.8 is out.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904262132030.159-100000@tampa1-019.southeast.net>
Source record: 79937

```
The GEM tool MiNTsetter is up to version 3.8 now.
More info on http://users.leading.net/~kellis
or
http://users.leading.net/~kellis/mintsetter

Thanks
```

1694. Re: MagiC Desktop (background) IMG files

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3723AD29.DD9BA3C5@ihug.co.nz>
Source record: 80024

Hi there,

Paul Nurminen wrote:
>
> Two questions regarding the desktop images used with MagiC 5/Magxdesk:
>
> 1. According to Image Copy 4, the format of the IMG files used for desktop
> backgound images is "IMG (extended)". Well, I have a decent selection of
> IMG backgound pics to use with MagiC already, but I tried converting some
> cool pics from a CD ROM (small JPGs designed for use as web page
> backgounds/textures) to the "IMG (extended)" format [and according to Image
> Copy, that's what they were] but they DO NOT work with MagiC - I just get
> the standard solid colored desktop - no picutre. What's the secret?

I haven't used Imagecopy to create these (GEM-view is my choice) but I have
noticed that if when dithering JPEG's or ANY image down to 256 colours, if
the image contains a 'compressed' palette of less than 128 colours, magxdesk
won't display it, or if the image is a 15/16 bit colour IMG it won't display.

I use GEM-view and I always choose 'Octree' colour selection with true-colour
images if I need to convert them to 256 colours. I have some lovely 800x600
JPEG scans of some high-country areas I went bush-walking in once, and they
look photographic in 800x592x256 colour mode...

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1695. Sm124??

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990425212213.21241.00001736@ng-cd1.aol.com>
Source record: 80025

hi,
what type of monitor is this. Is it a color monitor or mono???
Also, thanks to all the questions answered to date.

1696. Re: BoxKite

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <372436b8@nemo.idirect.com>
Source record: 80026

On 26 Apr 1999 03:03:50 , Hallvard Tangeraas wrote:
>Jo Vandeweghe <dipching@ping.be> wrote:
>
>> If you used Selectric (registered thru Denesh Babhuta services) you'll find a
>> really enhanced one if you cross to BoxKite which is still continuously
>> developped ...
>

>Other than that it's really easy and simple to use, much better than
>Freedom in my opinion, and speaking about Freedom I haven't really
>gotten it to work 100% anyway.
>
>Hopefully, since BoxKite is still developed and supported it probably
>supports long filenames.

I tried it out this afternoon and found it's pretty good. Not as
nice as Freedom 1.5 for my own tastes, but it appears to be pretty
solid. And yes, it does support long file names.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1697. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37243a5c@nemo.idirect.com>
Source record: 80027

On 25 Apr 1999 20:52:58 , Kenneth Medin wrote:

>>Kenneth, how did you get your smiley into the text???
>
>The four characters that forms a man with a pipe are in the built in
>TOS character set. To get them into the text I simply opend the Geneva
>ASCII table and whith a simple click they appeared in QED. Can't you do
>that in Magic? :-)
>
BTW, that man with the pipe is none other than J.R. "Bob" Dobbs,
the "founder" of the weird Texas cult the Church Of The SubGenius
(actually a somewhat clever parody of a religion - I liked their book
"High Weirdness By Mail", where they actually wrote to a number of
crackpot religions and got their literature. Most of it is a hoot,
though some are actually frightening).

done under MagiC and Edith, though it seems #31 is now reserved for
the "other window" gadget for MagiC's windows....

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

**********Daniel L. Dreibelbis**********
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Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

1698. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: brtaylor@ann.qtpi.lakewood.ca.us
Message-ID: <eoa0g7.8ad.ln@ann.qtpi.lakewood.ca.us>
Source record: 80028
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

In article <7fvpbb$3ch@dfw-ixnews9.ix.netcom.com>,
"Merced" <hacked@ix.netcom.com> writes:
> I'm not declaring Win32 as "better" than Linux, I'm merely saying that there
> are somethings that can use improvement in linux, and Windows has some good
> ideas that can be used.

I'm certain few, if any, would disagree that there are areas Linux needs to
improve.

> Everyone here is ignoring the facts! Why don't you people be open minded!
> Linux is great-- excellent, but there are things that could be done better!

No, you are confusing criticisms of your ideas with ignoring the facts. I
have seen no closed minds here.

Why don't you *listen* and take this discussion to a more appropriate group?

Bob

--
+---+
Bob Taylor Email: brtaylor@inreach.com
Gnome certainly is (serious competition to the Mac or Windows)
... I get a charge out of seeing the X Window System work the
way we intended..." - Jim Gettys
+---+

1699. Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904260123260.112-100000@tampa1-032.southeast.net>
Source record: 80029

Yeah, I need to buy a MagiC compatible mouse.
With also, if possble a mouse mat, ALSO magic compatible.
Any help appreciated.

think about it.

1700. Re: Sm124??

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <L0UU2.13$Ir6.64@news1.online.no>
Source record: 80030

Lethor7 skrev i meldingen <19990425212213.21241.00001736@ng-cd1.aol.com>...
>hi,
> what type of monitor is this. Is it a color monitor or mono???
>Also, thanks to all the questions answered to date.

It's a 12" b/w high res. mono monitor. The resolution is 640x400 pixels.

P&#65533;l Monstad
PM data, Sauda Norway

1701. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g12j4ujs1@news6.svr.pol.co.uk>
Source record: 80031

On 25 Apr 1999 09:25:38 , Louis wrote:
>Hi,
>
>taking up this thread once more, I did a small test this morning.

IME NEWSie remains the quickest way to download newsgroups.

Newswatch's big advantage AFAICS is that the Newnews method of downloading messages makes joining a new group a much less painful experience (assuming that your server supports it).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1702. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g12j5ujs2@news6.svr.pol.co.uk>
Source record: 80032

On 25 Apr 1999 04:10:37 , Paul Nurminen wrote:
>On 24 Apr 1999 13:02:04 , Dave Murphy wrote:
>
>>The SCSI fix on Nemesis gets rid of SCSI read/write errors when running
>>some of the higher resolutions and higher clock speeds. Occasionally some
>>drives may pause during transfers but we couldn't figure out what caused

>this problem might in part be caused by the ICD Pro driver software? (version
>6.5.5) I did buy HD Driver 7 but I've been too busy playing around with

Changing hard disk drivers was mentioned as a possible "cure" for this
problem was mentioned in a back issue of Atari Computing.

You should certainly try installing HDDriver.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1703. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7g12nkgd1@news1.xs4all.nl>
Source record: 80033

On 24 Apr 1999 08:50:50, Louis wrote:
[...]
>
>I've been asking recently about how to fit two (or one) new serials on the
>3 sets of pins sitting on the PCB below the card, but no-one appearently
>knows the pin lay-out.
>

But the Sichting ST of course!

LAN+SER from Z85C30
Serial A J902
1 (L904) to =CDA 2 (L901) =DSRA
3 (L905) to =RDA 4 (L902) =RTSA (out)
5 (L906) to =TDA (out) 6 (L903) =CTSA
7 (L907) to =DTRA (out) 8 (L909) =SYNCLKI
9 ground 10 (L908) =DRSA

Serial B J903
1 (L910) CDB
2 (L911) RDB
3 (L912) TDB
4 (L913) DTAB
5 ground
6 (L914) DSRB
7 (L915) RTSB
8 (L916) CTSB
9 (L917)XBRIRQ

Zover de schema's

Ook nog: Serial C (J304)
1 CDC
2 RxDC
3 TxDc
4 DTRC
5 ground
6
7 RTSC
8 CTSC
9 RIC

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1704. Re: 520stfm easy to upgrade?

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37241585$0$496@news.zetnet.co.uk>
Source record: 80034

On 25 Apr 1999 12:05:11 , "Asan Tu" wrote:
>ooops, it's not the processor which you had to fit the adaptor over, it is
>the video shifter chip (rectangular shaped chip in the center of the board,
>housed in the little metal box)

I suppose it depends on which extension board you are using. The
Marpet, for instance, has two 'plugs' which fit onto the MMU and the
Video shifter. One picks up the DATA lines the other the ADDRESS
lines.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1705. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372409121ec43630@holleman.demon.nl>
Source record: 80035

on Sun 25-04-1999 20:52 Kenneth Medin wrote:

>On Sun 25-04-99 10:49 (GMT) Louis wrote:
>
>>Probably because QED here is set to display 7x12 AES, which has the two
>>smileys, but other fonts show the Fujisymbol. Heck, now I remember: I
>>customized my 7x12AES once, perhaps I changed the Fujistuff into smileys
>>myself...
>>
>>Kenneth, how did you get your smiley into the text???
>
>The four characters that forms a man with a pipe are in the built in
>TOS character set. To get them into the text I simply opend the Geneva
>ASCII table and whith a simple click they appeared in QED. Can't you do
>that in Magic? :-)

Kenneth, sure can, but:

Appearently only the Atari systemfont has it that way. I'm using all kinda
fonts accross my system, where QED uses 7x12 AES and Okami uses Rufus
ANSI. The latter displays a smiley alrite, but not the man with the beard
showing yellow or red cards... it's a smiley consisting of 4 separate
parts. Lotsa work to create one quickly :-) That's using CTL-Z in QED.

Let's C, should be able to do it myself:

Gawd, this is not working like it should be: a quick remark :-)

>
>>
>>BTW, when I set Okami to display TT-fonts, I get two empty square boxes.
>>Must be the mapping somehow...
>
>I doubt these characters look the same in any other font than the built
>in Atari monospaced one.

Yup, Rufus ANSI creates a circle with two eyes and a laughing mouth.
>
>
>>But, I repeat this for programmers: it should be easy to write a routine
>>to display the smiley-character(s) once you hit :-) on the keyboard.
>>It has been done already... (be it the one-and-only goodie from MS)
>
>Will not work as there is no "smiley character" in the iso character
>set.
>

Too bad then. Let's just stick to :-) then...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1706. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372409121ec43632@holleman.demon.nl>
Source record: 80036

on Sun 25-04-1999 20:59 Bram van Kerkhof wrote:

>Give it an other try with your new modem, after connecting it to the
>serial2/LAN port. The collect selected binaries by the headers almost
>twice as fast the the normal newsmessages at approx. 3500-3800 cps.
>As many Dutch say: "keeps you off the street" ;-)

Hi Bram,

still, Newsie then offers me the option to work online and change the
selection at the very moment.

And it DOES keep me off the street indeed!!!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1707. Re: STinG FEE calculation

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372409121ec43633@holleman.demon.nl>
Source record: 80037

on Sun 25-04-1999 19:34 Martin Tarenskeen wrote:

>I have tried to edit my LOCAL.FEE file to let STinG calculate my phone
>costs. My phonecompany (KPN Telecom) calculates phone costs per
>second. Normal charge is 6.5 ct/minute. I'm paying 10% less (special
>offer) making 5.85 ct/minute = 0.0975 ct/sec. Since I wanted to see Fl.
>as currency in my DIAL.LOG file I should be able to fill in 0.000975
>in the fee file for the charging cost and 1 second for the
>corresponding time. Well, STinG does not read such a value correctly.
>Then I tried 0.0975, with ct being the currency. No luck either.
>Then I tried 0.10 ct per second. This is not perfect, but it comes
>close, and now it works.
>
>As far as I can see there is no way to include the 10 ct that I pay on
>top of these costs for each time I get connected, no matter how short
>or long I stay online, in the calculation that STinG makes using this
>LOCAL.FEE file.
>
>It would be nice if the last results of these calculations would be
>shown in the dialer window after hanging up. Now I have to open and
>read the DIAL.LOG file to see my phone costs.
>
>These 3 things could use a little improvement. Not really very
>important problems, I know. The STinG developer(s) should take this as
>a compliment. If a program is good, there are only small things to
>complain about.

Martin,

us nitpickers must have something to nitpick about...

Why don't you use the ISP-fee option to add your ten cents?

You may run a login batchfile where the last one would be
!run QED loaded with "DIAL.LOG" displayed at the end.... how's zat?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1708. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372409121ec43634@holleman.demon.nl>
Source record: 80038

on Sun 25-04-1999 23:07 Ronald Andersson wrote:

--snip--
>
>If you have any problems making the LAN connection work, you may need to
>make your own 'Serial 2' cable adaptor. The pinout follows below.
>
--another snip--

Hej Ronald,

this was the info I was waiting for, the three pin layouts for J900, 600
and 602...

Thanks a lot! All I now need is some flatcable, two connectors and
preferrably another connector to hook up to the J-connectors, otherwise
I'll have to solder around a bit. Next a hacksaw to improve the TT-casing
a bit and off we go... :-)

Again, tack sa mycket!

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1709. Re: HSMODEM & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37241E53.DBB58BE2@directprovider.REMOVETHECAPITALS.net>
Source record: 80039

"Adrian.Salmond" a ï¿½crit :
>
> I am trying to get STinG up and running on my Ste.
> However, when I try to use the dialler, i get the message "serial driver not
> installed".
> I think i might need HSMODEM (according to the help docs).

Depending on your TOS version, HSModem is either needed or strongly
recommended.

> What is this and where can I get it??

HSModem is a serial port replacement driver. It replaces the built-in
driver, fixes some bugs and gives you a more reliable connection.
Contrary to common belief, it will not break the 19200bps barrier on an
ST.

You can get it from just about any FTP site, or the Quick FAQ. Just make
sure it is running correctly: DRVIN.PRG first in the AUTO folder, then
MFP.PRG, that's all you need from the HSModem package on a stock STE.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1710. Re: HSMODEM & STinG

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37241EA5.238B4CCA@directprovider.REMOVETHECAPITALS.net>
Source record: 80040

Tony Cianfaglione a ï¿½crit :
>
> What is an 'stx' and where would I find it? I've been getting this
> same message on my Falcon and haven't been able to proceed further.
>

The STX files are the network drivers that come with the STinG package.
They should go into the STING folder that is indicated in the STING.INF
file.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1711. Re: Stik help

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37241FBF.D2AC55D4@directprovider.REMOVETHECAPITALS.net>
Source record: 80041

Chris Swinson a ï¿½crit :
>
> I cannot for the life of me get Stik on my Falcon to work ???
>

What the heck are you still doing with STiK. It's old and it only
supports the SLIP protocol that hardly any provider uses any more.
Get STinG immediately! Links and instructions are in the Quick FAQ.

> Is it Falcon compatible ?

STiK is Falcon compatible, but it's probably not compatible with your
provider.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1712. Re: Atari ST games to a real ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37241FFF.E685B693@directprovider.REMOVETHECAPITALS.net>
Source record: 80042

```
sheercon a ï¿½crit :
>
> Steve Stupple wrote:
>
> > In article <3720e341$0$16955@news.zetnet.co.uk>, JI Logan
> > <jlog@zetnet.co.uk> writes
> > >
> > >I have never heard of the .ST format but if they are games which run
> > >on an emulator, they should run on the real thing. You will need a
> > >720k disc though.
> >
> > The format that is being referred to is an image file of the disk with
> > an .ST extension as used with a emulator for the pc.
> >
> > --
> > Cheers! for now
> > Steve <><
> > The Fuji Bounces Back
> >
> > The Atari ST Software exchange: www.steverosie.demon.co.uk
> > Email: ASX@steverosie.demon.co.uk
> >
> > The former L.A.P.D. & Steve's PD libraries NOW called LaST PD
> > Email: Last@steverosie.demon.co.uk
> >
> > Nick: Mocknbird Tel: 0870 7402518
> > ICQ: 18116827 IRC Channels: #atariscne #atari #30+ #wales
> >
> > Location: Narberth, Pembrokeshire, Wales, United Kingdom
> > **********************************************************
>
> Is there anyway to convert this disk image to a format that can be copied
> to a
> 3.5" disk and used on a real ST?

Yes.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1713. Re: Atari Faq

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372420DF.3712150C@directprovider.REMOVETHECAPITALS.net>
Source record: 80043

```
Martin-Eric Racine a ï¿½crit :
>
> > where can I download a good Faq on the STs and Falcon?
> > Gotta be a place somewhere. James.
>
> http://quickfaq.atari.org/

Thanks for the plug...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1714. Re: 720k ST disks

Newsgroup: comp.sys.atari.st
Date: 1999-04-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372421BF.D190F70E@directprovider.REMOVETHECAPITALS.net>
Source record: 80044

sheercon a ï¿½crit :
>
> Does anyone know of a program that will format 720k disks to 800K? And
> if so, where I could aquire such a program?
>
> Any help on this would be greatly appreciated. I am still on a quest to
> transfer games in the PC emulator format over to an Atari 1040 ST I just
> bought.
>

Try DCFormat or any other 3rd party disk formatter. There are several
ones around on the major FTP sites. However, and disk modified like
that will not be DOS compatible anymore. It will not be recognized by a
PC or a Mac, and therefore is not suitable for tranferring files.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1715. Atari Yard Sale UPDATE!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <37266A1A.8CA5653D@qnet.com>
Source record: 79795

I have finally added the software page to my wab page. Come check it
out.

http://www.qnet.com/~dons

This time I remembered the address . :)

Don

1716. Re: Yahoo Mail with CAB/Sting?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <BtY7SO2.greg_evans@delphi.com>
Source record: 79796

Same problem here. CAB doesn't seem to be handling the cookies properly. I turned on "ask" to see what was happening and Yahoo seemed to be setting at ;east 5 cookies and CAB was storing them so I don't know what could be wrong.

Greg

1717. Re: Compendium Hypertext

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JPRba29.greg_evans@delphi.com>
Source record: 79797

The hypertext/ST-Guide version of Compendium is for people who bought the original HTML format CD. You need that CD to install the STG version, so there's no way around it.

Greg

1718. 1040ST O.S. disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: none@nowhere.non
Message-ID: <925273192.554.56@news.remarQ.com>
Source record: 79798

hi, I just got an Atari but it did not come
with its boot disk Operating System.
Anyone know how i could acquire such
software?

---{======> Avatar

1719. Atari ST SoftWare Sale! $15 Titles!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.02A.9904272232050.13295-100000@user2.teleport.com>
Source record: 79799

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

I've been working hard on adding more Atari stock to my inventory. I wanted to have everything in place by April 15th for those of you with Tax refund checks. Still, I've done pretty well. I'm having a "Come spend your Tax Refund in my store event!" I have NEW Atari ST SoftWare for sale! These $15 titles are marked down to $10. So even though the *NEW......$15 ST Software says $15, it's really $10. Each one is "*NEW" and most are ShrinkWrapped! You'll find these titles in my ST SoftWare Catalog. Feel free to take my Catalogs and see what new HardWare, SoftWare, Books & Accessories I have for the Classic Atari 8 Bit and Atari ST.

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST! http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1720. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904272030.a36893@wun.maus.de>
Source record: 79800

Hallo Derryck!

DC>IME NEWSie remains the quickest way to download newsgroups.

As far as Usenet is concerned: perhaps.

I'm watching this group and many others through MausNet (TM), which is a Network of around 100 BBSs located in Germany, Austria and Switzerland. I just got 322 messages in 28 newsgroups within 84 seconds online time. And the newsreader (CAT 3.05) took another minute to import all of these messages into it's database. _That_ is what I call fast :-)

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1721. Re: Ste and Megafile 60 boot?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Enver <kil_kal@usa.net>
Message-ID: <JCbV2.23$LD4.117@read2.inet.fi>
Source record: 79845

Yep!

i cut off all acc&#65533;s and auto prg&#65533;s and also test several ahdi versions.
AHDI ver.5.4 says "identification unavailable, NOT bootloaded"

Ideas?
--Enver

Nicholas Bales wrote in message
<372484A1.AF8520F7@directprovider.REMOVETHECAPITALS.net>...
>
>
>Enver a &#65533;crit :
>>
>> Hi! ..some
>> I found old megafile60, it works fine with my stfm but when i try boot
ste i
>> hav only 3bombs?
>>
>> braths the woplem?
>>
>
>Looks like one of the AUTO programs or ACCessories is not STE
>compatible. Try renaming each of the AUTO progs to .PRX and the ACCs to
>ACX until you find the culprit.
>
>Nick
>--
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

1722. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: <>
Message-ID: <372556df.0@news.qnet.com>
Source record: 79846

On 27 Apr 1999 01:05:10 , Tim Conrardy wrote:

>I use Newsie as my FTP client on Cab 2.7 demo. It works GREAT!

I_have_found_ftp_sites_that_NEWSie_will_not_work_with.

I've_had_newsie_either_hang_on_me_needing_a_reset_to_clear

or_I_just_get_"No_Connection".

1723. Re: [FREEWARE] MiNTsetter 3.8 is out.

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3725491e2e64a3d0@holleman.demon.nl>
Source record: 79847

```
on Mon 26-04-1999 21:36 kellis wrote:

>
>The GEM tool MiNTsetter is up to version 3.8 now.
>More info on http://users.leading.net/~kellis
>or
>http://users.leading.net/~kellis/mintsetter

Errmm, is it MagiC-compatible????

--
CU NeXT msg,
_____________________________________
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|
```

1724. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g3mit$g2e$1@news8.svr.pol.co.uk>
Source record: 79848

On 25 Apr 1999 23:07:03 , Ronald Andersson wrote:
>on Sat 24-04-99 13:38 Louis wrote:
>>
>----- snip ----- re: your new modem motivating new STinG 1.20 tests
>>
>> Well, I just did a session on Sting 1.20 and it went splendid.
>> There must have been some hardware problem with my old modem lately, which

>I'm very glad to see that your problems have been solved, and that the
>results show that the STinG 1.20 release can work on your system too.

I'd still like to pin down the cause of my problem with selecting new dial scripts from within the dialer. It takes several attempts before it will actually select the script that I've d/clicked on from the file selector.

This is a Falcon running MagiC 6 with Freedom, same problem with Freedom disabled.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1725. Re: STinG FEE calculation

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g3miv$g2e$2@news8.svr.pol.co.uk>
Source record: 79849

On 25 Apr 1999 19:34:53 , Martin Tarenskeen wrote:
>I have tried to edit my LOCAL.FEE file to let STinG calculate my phone
>costs. My phonecompany (KPN Telecom) calculates phone costs per

I've never attempted to do this for British Telecom - it would be very
complex to deal with the various charging levels, discount schemes and
minimum charges, so I just grit my teeth every quarter!

>These 3 things could use a little improvement. Not really very
>important problems, I know. The STinG developer(s) should take this as
>a compliment. If a program is good, there are only small things to
>complain about.
Quite agree.

There's a couple of cosmetic changes - it would be nice to be able to select a
new script via a popup a la NEWSie - plus I'd like to see the function of
the STinG internals CPX subsumed into the dialer or its script.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1726. Calling Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g3mj3$g2e$5@news8.svr.pol.co.uk>
Source record: 79850

Anyone heard from Dennis Vermeire recently? I've had no replies to emails sent in the past 2 or 3 weeks.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1727. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37256751.2502@ooc.de>
Source record: 79851

prunus@post3.tele.dk wrote:

> Anybody know if HD Driver v.7 will let me use my external harddrive from
> a Mac on my Falcon and the Mac?
>
> I have this huge extern 4.3 Gb harddrive on a Mac Centris 660 and like
> to connect it to my Falcon. I did try to set it up, and a ID check shows
> the drive, but I can`t access the drive, as it is a Mac format right now.

You can use this hard disk drive with HDDRIVER and the Mac as well as
the Atari if you partition your drive DOS compatible. HDDRIVER/HDDRUTIL
offers several options for DOS compatible partitioning. Note, however,
that you can't boot from a DOS compatible drive.
There is no way to use a Mac-partitioned drive with the Atari.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1728. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37257a4257ff40@oden.se>
Source record: 79852

on Tue 27-04-1999 06:47 Derryck Croker wrote:
>
>I'd still like to pin down the cause of my problem with selecting new dial
>scripts from within the dialer. It takes several attempts before it will
>actually select the script that I've d/clicked on from the file selector.

Do you mean that the filename you selected is not placed in the
"Dial script :" filename field, or that the settings from that
file do not take effect as you wish ?

My further answers below assume the latter.

>This is a Falcon running MagiC 6 with Freedom, same problem with Freedom
>disabled.

I also have a Falcon running MagiC 6 with Freedom 2, with no such problem.
I suspect this may simply be a misunderstanding of what the selection of
the file should do, and when.

Since the I/O port for dialing is not normally active before dialing begins
some config data is not activated at the time it is read in, but will be
used when dialing is started.

Also, the filename is not saved for future startups, so the next time the
dialer is restarted it will still load the scriopt named DIAL.SCR .
(This is quite similar to how the standard desktop uses NEWDESK.INF.)

This means that in order to load changes so that they remain effective for
future runs, without having to reload each time, you must save the changes
as DIAL.SCR .

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1729. Re: Falcon/SVGA Screen resolutions

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: François GALEA <fgalea@centre.ens.uvsq.fr>
Message-ID: <Pine.BSF.4.05.9904270956390.26910-100000@centre.ens.uvsq.fr>
Source record: 79853

On Thu, 22 Apr 1999, J WILKINSON wrote:

> Hi there,
>
> Steve wrote:
> >
> > but I'm considering a Falcon with Screenblaster/Blow Up and wondered
> > what kind of frequencies this combo would give at around 800x600 ish in
> > either 16 or 256 cols.
>
> I also forgot this bit! ;^)
>
> Please also remember that 800x592x256c on VGA at 51 Hz refresh is
> achieved with -software only-. The hardware BlowUp and Screenblaster
> should give much better refresh rates...

Please note that Videl Inside also handles Falcon hardware using an
accelerated frequency on the Videl : For example, I am running my Falcon
in 800x608 at a frequency of 79 Hz, thanks to my CT1 accelerator, which
sets the Videl to 50 MHz instead of 32.

See you

- Franï¿½ois GALEA -

1730. Best Font, was Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372565922fc846c0@holleman.demon.nl>
Source record: 79854

Hi,

love to fool around sometimes...

You definitely need Rufus T-mail ANSI font for this, or Connect ANSI

Another combo:

Cheek-to-cheek, so-to-speak...

Next one:

Pippi Whatshername? Langstruppen/Langstroeppen

Try #somuch:

Kellis, after "discovering" MagiC :-))))))))))))))))))))))))

(Sorry Katherine, couldn't resist!)

OK, let's rename this thread The Ultimate Smiley Contest...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1731. Re: .ST to disc

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37257365.E43E3D61@directprovider.REMOVETHECAPITALS.net>
Source record: 79855

```
Chris Swinson freeserve a ï¿½crit :
>
> Anyone got any ideas on how to convert .ST pacifist files back to discs ?
>
> thanks
>
> Chris.swinson@zetnet.co.uk

This is in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1732. MiNTnet help

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7g3sti$mi8@newstoo.ericsson.se>
Source record: 79856

Hi all,

I need some help with mintnet.

Is there any out there using mintnet
and having a working script for dialup ?

My ISP is Telia in sweden and they are using PAP
for authentification.

If any one can help me with this i will be very happy :-)

/Erik Hall

1733. HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990427123604.28247F-100000@hal.fishpool.fi>
Source record: 79857

Hello everyone,

unless I am mistaken, my TT's hard-disk is dying. After a couple
of hours of usage, any time I access it, it spins up and down, or
even comes down to a full silent stop, then reboots seconds later.

Has anyone ever encountered this? Have my worst fears materialized?
Please help. Thanks.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1734. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7g47ps$h4l$1@nnrp1.dejanews.com>
Source record: 79858

In article <Pine.MNT.4.10.9904260123260.112-100000@tampa1-032.southeast.net>,
kellis <kellis@leading.net> wrote:
>
> Yeah, I need to buy a MagiC compatible mouse.

Sorry, can't help you with this one...

> With also, if possble a mouse mat, ALSO magic compatible.

...but I have a mouse mat which used to work with MagiC5, you can have it for
free. It doesn't work with MagiC6 though, but an upgrade is available from ASH
for 99DEM.

Jo Even Skarstein
(who's currently struggling with another ASH-product, NVDI5.)

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1735. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Adrian Bradshaw <adrian@usanda.co.uk>
Message-ID: <7g47bs$jc8$1@gxsn.com>
Source record: 79859

I once had a similar problem on a PC (boo hiss). It turned out to be nothing more than a loose power cable into the drive. I hope your problem is that simple!

Adrian Bradshaw

1736. BigDOS question(s)...

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7g4c0d$9bq$1@feresa.bio.vu.nl>
Source record: 79860

Hi there,
two little questions for those of you who managed to get BigDOS 8 to work properly on a Falcon (using the BIGDOS_F.PRG, the Falcon executable, obviously):

1. BigDOS has to be placed at the start of the AUTO-folder, but seems to skip all programs that should be loaded after it and directly jumps to loading ACC's. I tried this both on harddisk and on floppy, using either CBHD or a demo version of HDDRIVER. It keeps skipping the rest of the AUTO-folder. So, how do I get it to work properly?

2. I tried installing an IDE drive containing an MS-DOS partition.
It gets recognised by AHDI, HDDRIVER and CBHD 5.02 (which doesn't like IDE drives much, so it then goes on to generate a lot of gibberish and a sense-error). Anyway, the IDE _drive_ gets recognised, but the partition can't be found, not even with the HDDRIVER (demo of version 7, I think) and BigDOS combo... Anyone?

Thanks,
-=Levien

1737. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <DIC22CAQLcJ3EwOI@steverosie.demon.co.uk>
Source record: 79861

In article <Pine.MNT.4.10.9904260908280.105-100000@tampa1-029.southeast.
net>, kellis <kellis@leading.net> writes
>Is the mouse mat "Oasis" compatible with magic?
>

I don't know about that but it is year 2000 friendly;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1738. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqvx51.1nuasmz9uiih2N@pm-d20.rhein-main.de>
Source record: 79862

Robert Schaffner <doitarchive@atari-computer.de> wrote:

> > under MagiC/STinG setup, it is *very* unstable. I guess I need to go back

> Canï¿½t follow that. Use STinG 1.51ï¿½ since 3 days with MagiC6.
> Perfectly, same with 1.50
> Iï¿½m replace all old items with all new items out of the new archive.
> Thatï¿½s all.
>
Ahrg, mean aFTP.. Sorry

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1739. FS: Complete Atari 1040ST system

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: bdove@mks.com
Message-ID: <7g4j85muv1@news.mks.com>
Source record: 79863
Cross-posted to: uw.forsale,comp.sys.atari.st,rec.music.makers.synth

I have the following Atari items for sale. I'd prefer to keep this all together as one packagae, but I'll entertain splitting things up for the right offer.

Hardware
----
1 Atari 1040 STf
1 Atari 1040 STfm motherboard and keyboard (not working -- missing powersupply, case)
1 Atari SC1224 colour monitor
1 Atari SM124 high resolution monochrome monitor
1 Marcus Marconi trackball
1 BMD Atari/Amiga mouse
1 Wico joystick
1 Supra external 2400 baud modem

Software - Original (All include docs unless otherwise noted)

Pirates! (in box)
Their Finest Hour (in box)
Wrath of the Demon
Degas Elite
GFA Basic 3.0
Star Glider 2
Alternate Reality - The City
Populous
Stac - The Atari ST Adventure Creator
Sun Dog
Dr. T's Fingers v1.0
Tom Hudson's CAD-3D
Dungeon Master
Atari USA Language Disk

Software - Cover Disks

ST FORMAT - 23,29,30,32,34,35,40
STart Vol. 4 - 11,12
STart Vol. 5 - 1,2,3,4,5,6,7
Atari ST Review - 1,2

There are also 52 other disks containing various programs (including shareware) such as: MiNT, games, programming utils., midi sequencing,etc.

Location:
This package is located in Waterloo, Ontario, Canada and ideally I'd like to avoid shipping as I've only got original boxes for a few peices of hardware. Again if the price is right I'll consider shipping.

Price:
I'd like to get around $150 CAD or best offer.

1740. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: "Joshua E. Rodd" <jerodd@noah.dhs.org>
Message-ID: <3725E2F9.25A395A0@noah.dhs.org>
Source record: 79864
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

Christopher Browne wrote:
> I'm agnostic about it; I'm just suggesting possibilities.

True.

> I suspect that this won't be a good enough option for most users, as
> it is not supportive of modern hardware.

I suspect those who may benefit most from the new GPL'd GEM would
be those using it now on older hardware (e.g. Atari ST). They can
trweak it now.

> You're probably right with this. "Whatever that BIOS-like level is
> called that lets you ask an SVGA card to display things, and hope that
> it'll work."

You're thinking of VESA, then.

> >> - Under Linux, hope that [SVGAlib|XFree86|GGI] support it.
> >But note that GGI is platform-independent...
> As are SVGAlib and XFree86; they all *can* run on systems other than
> Linux. Not that it universally happens a lot...

Happens all the time. =) XFree86 runs quite nicely on (for example)
UNIX System V/386 Release 3.2, SCO UnixWare 7.1, and OS/2 Version 3.
I hear that SVGAlib runs on {Free|Open|Net|}BSD{|\/386|i}.

1741. Re: STacy

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: steamer954@aol.com
Message-ID: <19990427125929.27197.00000022@ngol03.aol.com>
Source record: 79865

The 100 Meg drive was DOA so I am stuck with the 20Meg original unit for now.

Stephen Davis
steamer954@aol.com

1742. Re: Linux [Un]standards

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: George MacDonald <gmd@slip.net>
Message-ID: <3725EE8A.CBFD671D@slip.net>
Source record: 79866
Cross-posted to: comp.os.linux.development.apps,comp.sys.atari.st

Merced wrote:
>
> I'm not declaring Win32 as "better" than Linux, I'm merely saying that there
> are somethings that can use improvement in linux, and Windows has some good
> ideas that can be used.
>

You seem to state the obvious?

> Everyone here is ignoring the facts! Why don't you people be open minded!
> Linux is great-- excellent, but there are things that could be done better!
>

I'm not ignoring anything, I asked a few questions and you made no attempt at
answering any of them?

> George MacDonald <gmd@slip.net> wrote in message
> news:37235B0A.718CF76F@slip.net...
> Merced wrote:
> >
> > I completely agree here.
> > the Win32 environment also supports "nesting" the Win32 file selecter
> within
> > another, so that in case something more was needed, you have the general
> > layout, and you can add other controls that do something special
>
> Does Win32 allow the user to define what component gets used at run time?
> Can they then alter the component makeup and save it based on the
> class/instance
> and or named context? What kinds of protections are put in place to ensure
> the
> new component does not corrupt the applications memory space?
>
--
We stand on the shoulders of those giants who coded before.
Build a good layer, stand strong, and prepare for the next wave.
Guide those who come after you, give them your shoulder, lend them your code.
Code well and live! - gmd@slip.net (7th Coding Battalion)

1743. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dqxkne.1apg4841fijnq4N@pm-d14.rhein-main.de>
Source record: 79867

> Anybody know if HD Driver v.7 will let me use my external harddrive from
> a Mac on my Falcon and the Mac?

Atari and Mac format are too differnet.
You can use the same drive after format with hddriver.

> the drive, but I can`t access the drive, as it is a Mac format right now.

Right, see upper.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

1744. Re: Missing Posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3725fb01$0$493@news.zetnet.co.uk>
Source record: 79868

On 26 Apr 1999 22:22:05 , Trevor Spencer wrote:
>
>Although Newsie tried several times posts 18253 4 5 6 and 7 came down as
><No Subject> did anyone else have this problem?

Funny you should say that, Trevor. I had a similar sequence of 5 (or
6?) the other day but I did not note the message numbers.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

1745. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7g4ud8hvi1@news1.xs4all.nl>
Source record: 79869

On 26 Apr 1999 09:25:56, Louis wrote:
[...]

>Looks a bit better, uh? It's the devil smilin'...
>
>Another one:
>
>
>Wow, it's Ronald's VirusCat... or Captain Wall Russ?
>

Miauww miauw,

My cat is many things but is not repeat not a virus-cat.

But I agree, there is some likeliness between the symbol you produced
here (Another one symbol, see this message) and my cat.

When the cat licks some butter from uphigh with here tail up, then
the symbol mirrored (up/down) looks a bit like her.
Needs some fantasy though.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

1746. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <%dnV2.17524$811.337469@news.tpnet.pl>
Source record: 79870

>What is the highest baud rate one can obtain on a stock Falcon
>using the LAN port with STinG?
>
With HSModem7 installed one can set modem port speed to 230400 bps but i've
never had an opportunity to test it so i don't know if it works.

As i have USR V90 modem i set Modem 2 speed to 115200 and everything works
ok.

BTW i have C Lab Falcon MkI

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1747. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <5enV2.17525$811.337469@news.tpnet.pl>
Source record: 79871

>BTW: I just found out today that MS Word-97 automatically generates a
>smiley when you hit :-) on the kbd... wouldn't that be possible on an
>Atari, since the smiley is present in lotsa fonts (two different chars
>making up the smiley, like the Fujisymbol)?
>
Try MyMail

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1748. For sale: Stacy 2 w/ carrying case

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: skeezix@loner.icomm.ca
Message-ID: <7g501v$15pc$1@hub.org>
Source record: 79872

I've got a mint condition, barely used STacy 2 (2mb of RAM, 20MB scsi internal hard drive.. you know the riff). Its only catch is that it has a single pixel blotted out, that occured while it was being shipped to me. The machine has probably only been used a couple of times -- maybe 10 hours usage?

If your interested and would make a good home, please contact me via email.

Jeff
--
--
"It's murder out there. You can't even travel around in your own micro circuits without permission from 'Master Control Program'. I mean, sending *ME* down here to play games.... Who does he calculate he is?"

1749. Re: Calling Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3726076829e3b80@ping.be>
Source record: 79873

on Tue 27-04-1999 06:48 Derryck Croker wrote:

>Anyone heard from Dennis Vermeire recently? I've had no replies to emails
>sent in the past 2 or 3 weeks.
>

Not sure but I think his modem is out of order.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1750. Re: .ST to disc

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Chris Swinson freeserve <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7g51hv$f16$1@news6.svr.pol.co.uk>
Source record: 79874

I'll go and write one then shall I :-)

Chris

Chris Swinson freeserve wrote in message
<7g2kk5$r9f$1@news5.svr.pol.co.uk>...
>Anyone got any ideas on how to convert .ST pacifist files back to discs ?
>
>thanks
>
>Chris.swinson@zetnet.co.uk
>
>
>

1751. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7g54eoset1@reader.wxs.nl>
Source record: 79875

On 26 Apr 1999 18:44:34 , Rob Henning wrote:

> I have a problem on the Download module when I want to download
> a file when I am on line,the one that downloads in the background
> while you do something else,I right click and run down to the download
> bar and nothing happens.

Are you using STing/STik or IConnect? In the first case my experience is
that the download module only works when using the cab.ovl from Olivier
Booklage. (http://services.worldnet.net/vcf-com/atari.htm) I don't know
about the other modules.

Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/16/1220 Mint1.15.1, nAES1.2, NVDI 5.02

1752. WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Forrest Rosaire <frosaire@olypen.com>
Message-ID: <%EoV2.1097$_s5.167698@news1.giganews.com>
Source record: 79876

CASH for your 2/4 megger

_
Nighttrain Entertainment
http://expage.com/page/nighttrain

1753. Atarians getting married....

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372574D1.CA9@geocities.com>
Source record: 79877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm getting married soon. So where can I go to register Atari
equipment on my wish list? (grin)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1754. Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3725756C.69@geocities.com>
Source record: 79878

Classic problem for Pagestream... you go in and get the program to recognize a bunch of fonts.. all is going well.. you shut down the program (even after you've saves the preferrences)... you come back later, and Page Stream forgets all the fonts you set up!

What is the way that you get Page Stream to remember the fonts you set up ... to make it stick?

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1755. ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372575C5.2ACD@geocities.com>
Source record: 79879

I love the BBS scene.

I was wondering what Atari terms programs support ANSI (besides Freeze
Dried Term) and if any supported RIP term?

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1756. Importing graphics on Page Stream under MagicMac

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <372576C9.42AD@geocities.com>
Source record: 79880

Found that Page Stream works fairly nicely on a Magic Mac 68030
computer.. though the monochrome screen isn't completely right. The
program runs impressively fast.

Aside from figuring out how to get the program to remember the fonts..
which is a common problem, it does not seem to accept GIF files that a
regular Atari set up has no problem accepting. This caught me off guard
since I thought a Mac based Atari setup would have less problems
importing GIF files.
So is there something that just needs to be adjusting in either
MagicMac or Page Stream to get it to accept GIF files?

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

1757. Re: STinG 1.20 - Where's the old TCP.STX

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7g57nrftl1@news8.svr.pol.co.uk>
Source record: 79881

On 22 Apr 1999 05:04:03 , David Leaver wrote:
:>I had no trouble whatsovever getting STinG 1.20 working, either on my
:>TT or MSTe. On the TT it is fast and a pleasure to use.
:>
:>However, the MSTe still seems to be affected by the problem that I,
:>along with others, suffered from with STinG 1.15 on both computers -
:>that of speed.
:>
:>The MSTe is good for about 350-400 bytes/second in circumstances where
:>the TT woukd be running my modem to the limit.

really, i'm getting 2000 to 3000CPS

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

1758. Draconis

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7g57e4$r3i$1@rubens.telebyte.nl>
Source record: 79882

```
I, like many here, are using CAB as my webbrowser (v2.7)
But I'm anxious to read the first experiences from people using the
new Draconis package. Don't hesitate to post a message !
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

1759. Re: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <CLYWdYA5MiJ3EwMd@steverosie.demon.co.uk>
Source record: 79883

In article <%EoV2.1097$_s5.167698@news1.giganews.com>, Forrest Rosaire
<frosaire@olypen.com> writes
>CASH for your 2/4 megger

This may come as a bit of a shock, so I recommend you sit down before
proceeding!.....

Where in this wide, wide world are you! You could be in Timbuktu or my
neighbour for all I know!!!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1760. Re: Calling Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7g58jt$6c3$1@news1.xs4all.nl>
Source record: 79884

On 27 Apr 1999 06:48:03 , Derryck Croker wrote:
Hi ,
Dennis is alive and kicking, only his modem is kaputski !
But you can reach him at :<vermeiredennis@hotmail.com>
The reason he isn't in a hurry to get his modem back, is his fear of
hundreds of emails coming in when he made contact again.....
I hope too, we'll soon hear from him, his last letter was dated
19/4/99
So now let's wait !
Jos

1761. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7g5aaeaqi1@news1.xs4all.nl>
Source record: 79885

On 26 Apr 1999 17:32:36 , Pat & Anna wrote:

>With the newly created config file and Logging turned OFF (aFTP had
>trouble creating the log file for some reason) all is better. I don't know
>what the problem really was but it appears much better, now.

I must confess that I had problems with the log-file even though present [zero-sized],
I just ignored it and everything else seemed to work.

>
>I'll investigat the Log file issue sometime, not a priority right now.

me too!

Gtx, Rein

1762. Re: Calling Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7g5aagaqi2@news1.xs4all.nl>
Source record: 79886

On 27 Apr 1999 06:48:03 , Derryck Croker wrote:
>Anyone heard from Dennis Vermeire recently? I've had no replies to emails
>sent in the past 2 or 3 weeks.
>
>Rgds, Derryck
>
Rumours have it that Dennis's modem broke down.

Gtx, Rein

1763. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7g5eculpp1@nnrp1.dejanews.com>
Source record: 79887

hello,

I know of one program, but I believe it is ST High (Mono) only. BUT a high rez emulator did work for me..

I'll e-mail the program to you..

Rob

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <372575C5.2ACD@geocities.com>,
clu-da-bard@geocities.com wrote:
> I love the BBS scene.
>
> I was wondering what Atari terms programs support ANSI (besides Freeze
> Dried Term) and if any supported RIP term?
>
> Doctor Clu
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1764. Cannon Fodder: cheats?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: sonik@zetnet.co.uk
Message-ID: <37263170$0$490@news.zetnet.co.uk>
Source record: 79888

Hi fellow Atarians

Cannon Fodder: a great game but fiendishly difficult in places.
In short, I need some help. Yes, I've got the official guide
book as well, but am getting my butt kicked currently by Mission
7.1 so any cheats would be welcome, whether posted here or mailed
to me direct on <sonik@zetnet.co.uk>

Thanks very much for any help :)
Cheers

AL

ps never buy a game from Colin Polonowski!!

1765. Re: [FREEWARE] MiNTsetter 3.8 is out.

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9904271838080.111-100000@tampa1-024.southeast.net>
Source record: 79889

On Tue, 27 Apr 1999, Louis wrote:

> on Mon 26-04-1999 21:36 kellis wrote:
>
> >
> >The GEM tool MiNTsetter is up to version 3.8 now.
> >More info on http://users.leading.net/~kellis
> >or
> >http://users.leading.net/~kellis/mintsetter
>
> Errmm, is it MagiC-compatible????

Oh for the Magic version, please contact ASH, But I think the freeware
status won't be valid anymore. :(

1766. Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Chris Martin <cmartin@ti.com>
Message-ID: <37263F62.DA1B926A@ti.com>
Source record: 79890
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

I found this page during one of my web browsing sessions. It seems
these guys have developed a parallel port cable and drivers to run
IP over 1284 (parallel port), and the adapter works with PCs, Amigas
and Ataris. The cable is called Smartnet98. Has anyone out there
actually tried this thing? If you have one of these cables working,
I would like to know how well it works...

Here is the link: http://rcswww.urz.tu-dresden.de/~sb227788/

Thanks,
Chris

1767. Re: Atarians getting married....

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <7g5idp$6ll$1@autumn.news.rcn.net>
Source record: 79891
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Congrats, Greg, and best of luck!

As for the registry, I don't know what to say. Maybe one of our remaining retailers would like to offer that service? :)

Alan

Doctor Clu <clu-da-bard@geocities.com> wrote in message news:372574D1.CA9@geocities.com...
> I'm getting married soon. So where can I go to register Atari
> equipment on my wish list? (grin)
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

1768. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3725e5eaa59d00@ford-trucks.com>
Source record: 79892

on Tuesday 27-04-1999 19:50, Karsten wrote:

>Are you using STing/STik or IConnect? In the first case my experience is
>that the download module only works when using the cab.ovl from Olivier
>Booklage. (http://services.worldnet.net/vcf-com/atari.htm) I don't know
>about the other modules.

Nope. Works fine *here* with STinG and Dan's OVL as well.

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
By failing to prepare, you are preparing to fail.

1769. Re: Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3725e5eaa59d01@ford-trucks.com>
Source record: 79893

on Tuesday 27-04-1999 03:29, Doctor Clu wrote:

>Classic problem for Pagestream... you shut down the
>program (even after you've saves the preferrences)...

If you' doen this, as you've said,

> What is the way that you get Page Stream to remember the fonts you set
>up ... to make it stick?

then I have no idea because this has never been a problem, here. :(

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
"Compatible": Gracefully accepts erroneous data from any source.

1770. Re: Importing graphics on Page Stream under MagicMac

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3725e5eaa59d02@ford-trucks.com>
Source record: 79894

on Tuesday 27-04-1999 03:35, Doctor Clu wrote:

> So is there something that just needs to be adjusting in either
>MagicMac or Page Stream to get it to accept GIF files?

Is the GIF.IMP file in the DRIVERS folder?

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
By failing to prepare, you are preparing to fail.

1771. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37250a2c$0$493@news.zetnet.co.uk>
Source record: 79938

kevin dermott wrote in message <3722421f$0$490@news.zetnet.co.uk>...
>can anyone tell me where change rez stores it's settings as I would like
>to delete a few I made while setting up magic PC,it's too easy to click
>on the wrong ones
>Kevin

where have all the brains gone???

1772. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7g32g6$al8$1@news.ncal.verio.com>
Source record: 79939

On 26 Apr 1999 18:50:57 , Slc.Dennis Bishop wrote:
>Whenever_I_try_to_use_FTP_via_CAB_2.7_Demo
>
>I_get_a_message_something_like_"No_RSC"
>
>And_I've_looked_at_everything_and_can't_find_a_RSC_file_for_the
>
>CAB_FTP.APP_inside_CAB_2.7
>
>
>
>*Dennis:

I use Newsie as my FTP client on Cab 2.7 demo. It works GREAT!

Go to external clients on the menu, and click in the mail and FTP parts
and select the NEWSIE app where it is on your HD. Then save prefs .

Hope this helps

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1773. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: dalelee@dircon.co.uk
Message-ID: <1dqwdoe.1iqdaxk1a5gfx0N@th-en139-108.pool.dircon.co.uk>
Source record: 79940

Steve <Steve@mguk.enterprise-plc.com> wrote:

> Whats the best disc doctor program for the Falcon? (PD/Shareware)
> I'm after somtihing similar to Norton Disc Doctor on my iMac.

Should you need one Steve, it's a Falcon you know >;-))

ATB Dale.
A CoCo the Clown! Production.
A *STe/Jaguar/Jag CD/Lynx II/Falcon030/Nemesis/14MB/FPU/EZ135/CDROM/*
15" SVGA/56.6k Pace/Epson Colour 740/Mega ST4/Psion 3mx/& PSX Owner!
And at long last a Apple Mac running at 250MHz & with OS 8.5

1774. FS/T: Atari ST games [04/26/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37361634.8244955@news.nls.net>
Source record: 79941

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 04/19/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 3.00 California Games (Epyx)
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 2.00 Final Assault (Epyx)
$ 3.00 GFL Football (Gamestar)
$ 2.00 Lands of Havoc (Antic Software)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 3.00 Paint Pro (Abacus Software)
$ 2.00 Prime Time (First Row)
$ 3.00 Quadralien (Spinnaker)

$ 3.00 Renegade (Taito)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)

SPECIAL: Buy one (1) of each listed title and receive 20% off.

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed. There is no minimum order.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside

the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VideoGameAdvantage@DittosRush.com -- for quickest response
#2) VGA2000@io.com -- *backup* e-mail account, please use #1
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account, ditto

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs and VCDs too), Video Game Advantage
almost everything ever made, including 6861 Anthony Lane
Nintendo, Sony, Sega, Atari, 3DO, and Parma Hts., OH 44130
many more (also older computers) for over 1-440-843-8815 Voice
5 years on the Internet! Visit us on the
WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...
The VGA e-mail contact address is VideoGameAdvantage@DittosRush.com

1775. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <9a9V2.12320$95.301530@news2.giganews.com>
Source record: 79942
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

On Mon, 26 Apr 1999 21:19:39 GMT, Eric R. Smith <ersmith@netcom.com> wrote:
>In article <1yWlDWAJMhI3EwxV@kremlinux.demon.co.uk>,
>Iain Georgeson <iain@kremlinux.demon.co.uk> wrote:
>>It was on disk on very early STs. All the STs I played with had it in
>>ROM, however. Still, it /was/ run like an ordinary process - for
>>example, MiNT[1] could send it signals.
>>
>>[1] Multi-tasking hack layer written for a final year university
>>project, standing recursively (of course) for MiNT is Not TOS[2].

>Actually, no -- I wrote MiNT in order to make it easier to port
>GNU tools to the Atari. I was in grad school at the time, but
>MiNT was unrelated to my studies.
>
>I suppose that MiNT was one of the first open source OS's for
>a "mainstream" computer system; but it may be arguable how "mainstream"
>Atari was :-(. (Plus, unfortunately, MiNT relied on the Atari BIOS and
>some other proprietary components.)

Ah. Eric R. Smith stands up...

MiNT (which ultimately stood for "MiNT is Now TOS") was one of the
coolest projects out there, at one point... More consciously
POSIX-emulatory than Linux, at the time.

And useful for my grad work at the time, for much the same reasons that
it was created, namely as a better substrate via which to run GNU tools
on the Atari ST...

I've always wondered what happened after Atari's computer business did
their "crash & burn;" I'm glad to gather that you didn't get roasted "to
death" by the experience. Doubtless there's some interesting stories
there.

--
"My theory is that someone's Emacs crashed on a very early version of
Linux while reading alt.flame and the resulting unholy combination of
Elisp and Minix code somehow managed to bootstrap itself and take on an
independent existence." -- James Raynard in c.u.b.f.m on nature of
Albert Cahalan
cbbrowne@hex.net- <http://www.ntlug.org/~cbbrowne/lsf.html>

1776. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <fb9V2.12327$95.301530@news2.giganews.com>
Source record: 79943
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

On Sun, 25 Apr 1999 15:40:34 -0400, Joshua E. Rodd <jerodd@noah.dhs.org> wrote:
>Christopher Browne wrote:
>> "So we need to write a bunch of video drivers..."
>> Any "graphics solution" has to deal with hardware to some extent or
>> another, and the solutions to that piece at this point are:
>> - If the hardware is old enough, DOS video drivers may be usable;
>
>If you consider PGA/CGA/EGA/HGC support enough...
>
>(IIRC there was an 8514 driver as well that used IBM's Adapter
>Interface, so I could use it with my beloved Image Adapter/A <grin>).

I'm agnostic about it; I'm just suggesting possibilities.

I suspect that this won't be a good enough option for most users, as
it is not supportive of modern hardware.

>> - Under DOS, one may use "BIOS" drivers;
>
>I hope you mean VESA. The BIOS video layer is ridiculously slow,
>and I don't see how IBM ever meant it to be useful at all (although
>IBM's Techinical Reference manuals so that applications should *only*
>use the syscall interface to use the video hardware, which no-one did
>because a syscall for every pixel is just *too* slow).

You're probably right with this. "Whatever that BIOS-like level is
called that lets you ask an SVGA card to display things, and hope that
it'll work."

>> - Under Linux, hope that [SVGAlib|XFree86|GGI] support it.
>
>But note that GGI is platform-independent...

As are SVGAlib and XFree86; they all *can* run on systems other than
Linux. Not that it universally happens a lot...

--
`I am convinced that interactive systems will never displace batch
systems for many applications.' - Brooks, _The Mythical Man-Month_ (And
this does indeed seem true. MVS/CICS systems have *NOT* gone away...)
cbbrowne@ntlug.org- <http://www.hex.net/~cbbrowne/oldatari.html>

1777. Re: STIK-II (was "Stik help")

Newsgroup: comp.sys.atari.st
Date: 1999-04-27 00:00:00 UTC
From: michael@fastlane.net
Message-ID: <15C3EF7209A83117.44492846AA991D12.C9497E2D58093D1B@library-proxy.airnews.net>
Source record: 79944

On 26 Apr 1999 12:58:30 , Joakim H&#65533;gberg wrote:
>In article <37241FBF.D2AC55D4@directprovider.REMOVETHECAPITALS.net>,
> Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:
>>
>> What the heck are you still doing with STiK. It's old and it only
>
>Some time ago I heard rumours about a STiK-II being released. It was supposed
>to feature both PPP and CHAP. (Chap is still unsupported in STinG AFAIK)
>
>Is this STiK still being developed?

Yes, it is.

Michael White (michael@fastlane.net)

1778. Re: Automated mail/news dowload...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372725c445aa7a11@holleman.demon.nl>
Source record: 79745

on Wed 28-04-1999 10:26 Nicholas Bales wrote:

>Well, I'm finally getting Okami to run the way I want it to. At least it
>would if I had paid my ISP on time ;-/
>
>Anyway, all that seems to be left to be automated is the STinG Hangup
>function. Could someone who is familiar with the STiK API write a tiny
>little program that would disconnect STinG ? This way, you could add it
>to the end of a login.bat or a spawner.dat file.
>
>Surely this must be possible and wouldn't be more than a 30 minute job.
>
>Also, can you run the oexport, oimport and oexpire.ttp programs from the
>spawner ? I haven't looked at the man files provided with Okami but this
>should be possible. I think the correct order of execution would then
>be:
>
>t_batclk.app (just to set the time or correct any drift from the RTC)
>oexpire.ttp
>oexport.ttp (ideally, these should be done offline, but well...)
>popwatch.prg
>newswatch.prg (both with appropriate switches)
>hangup.prg (yet to be written...)
>oimport.ttp
>okami.prg
>
>Can anyone confirm this ?
>
>Will the Okami 2.0 ever be publically released ?
>
>Also, I haven't yet tried STinG 1.20, but what exactly are the
>advantages of it ? and why isn't Peter Rottengatter promoting it himself

Nick, the way I see it it would be not very logical to do...

Sounds good as long as you only fetch the mail and news. What if you
decide to go FTP-ing, or surfing? OK, you can de-activate the batchfile
before connecting with Dialer, but I found myself already on occasions
that I wanted to use CAB for the session only, I forgot to de-activate the
batchfile and the whole bunch started first.
Using several batchfiles won't work since it's laid down in DIAL.SCR and
that's what the stuff reads upon starting.

The same applies when you want a prg to hangup. When? Upon completion of
the mentioned prg's, then what if you decide to go surfin' afterwards?

After somuch time of inactivity? Then what while surfin', you read
something so the line is inactive, next you wanna go further and meanwhile
Diaer hung up... :-(

I haven't found out exactly what the new Sting's advantages are, except
for the fact that the provided TCP.STX gives me high speed indeed. I
recall with the update of 1.10 to 1.12 or from 1.12 to 1.15 I needed an
old STX to get decent speeds.

Finally, from what I gathered Peter lost his ISP account so he isn't able
to reach us here. Good thing someone took over :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1779. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372725c445aa7a12@holleman.demon.nl>
Source record: 79746

on Wed 28-04-1999 11:51 Pascal Ricard wrote:

>Hello,
>
> in article <7g5iebpjb4@news.inet.tele.dk>
> prunus@post3.tele.dk wrote on Wed 28-04-1999 01:30 (GMT):
>
>> Yes, the Phenix looks promissing but also more expensive, not the power
>> without the price anymore.
>>
>> I know it will never be like in 1986 where a Atari cost only half the price
>> of a PC and a 1/3 of a Mac, but is it the other way around now.
>
>IMHO this is because the price of PCs and MACs dropped down, not the
>reverse way. I remember the price of my first 1040 STf, it was not that
>cheap "stricto sensu"...
>

Pascal, you're dead rite... I've got an early Atari mag lying over here,
advertizing the 520 ST, incl. SM124, mouse, 500 kb diskdrive for a little
over 3000 Dutch guilders in 1985. That would be around 1500 USD nowadays,
using today's exchange rate... power without the price?

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1780. Re: Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990428121735.02992.00000296@ngol04.news.cs.com>
Source record: 79747

If my memory serves, your PGS2.INF file is either corrupted or marked Read Only. Try renaming it to .INX, running Pagestream, setting fonts, and saving settings.

Once that works, you can either reset all your settings back like you want them & re-save the new settings, or you can load both .INF/INX files into an editor to look for and repair what broke the .INX file.

Tom

1781. Re: ROM help

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7g7g62$fh3$1@nnrp1.dejanews.com>
Source record: 79748

In article <7g69m2$6n4$1@news.imaginet.fr>,
"Site" <georges_b@geocities.com> wrote:
> Please, do you know how to use atari ROMs found on the net (zip with .rom &
> .bin inside)?
> With emulator or real computer
>
>

Sorry, since Atari went out of business, no "real computers" have been
manufactured.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1782. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7g7h58$j40$2@news.campuscwix.net>
Source record: 79749

```
On 27 Apr 1999 03:31:02 , Doctor Clu wrote:
->I love the BBS scene.
->
-> I was wondering what Atari terms programs support ANSI (besides Freeze
->Dried Term) and if any supported RIP term?
->
-> Doctor Clu
->--
-> ||| ATARI USERS OF NORTH TEXAS
-> )|( http://www.atariusers.com/AUNT
-> / | \ Read the News, Join the Chats, Share the Meyhem!
->.

I think the latest version of Flash (commercial), Stalker (commercial),
and CoNnect all suppport ANSI. I did have to add another font to CoNnet
to get it to show the -full- ANSI set though...

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

1783. Re: Draconis

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <372759d02b00cc1@ping.be>
Source record: 79750

on Tue 27-04-1999 20:41 Martin Tarenskeen wrote:

>I, like many here, are using CAB as my webbrowser (v2.7)
>But I'm anxious to read the first experiences from people using the
>new Draconis package. Don't hesitate to post a message !
>

I'm a registrated user of Draconis pro but I don't use it because:

1) It comes with his own TCP/IP stack which means you only can use Adamas drtelnet, drftp and Marathon (e-mail client) with that stack. There are rumours that the Draconis package will support MiNTnet very soon now.

2) On my Hades running MiNT/N.AES it's rather unstable.

3) Apparently Adamas supports only 256 colors. On my system the colors are totaly wrong when I use 32k or 64 k colormode. With 24b and 32b colormode things are even worser.

4) Only partitial HTML 4 support

5) Rather slow

For the moment nothing can beat Cab 2.7. I've tried Wensuite too but this browser is even worser. Wensuite is damned fast but that's all. Crashes all the time, creating nameless dir's, doesn't understand lots of HTML-tags, etc.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1784. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <372759d02b00cc2@ping.be>
Source record: 79751

on Wed 28-04-1999 02:47 Neil Roughley wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>
>aFTP is most prone to crash when uploading, too -- something that's
>plagued me from the start, notably when doing them via a multiple
>drag-and-drop. It's bad enough the uploads are slow (by 4 or 5 times),
>let alone aFTP being unstable at the same time (perhaps this is
>related?). But downloads have never been a problem as far as speed and
>reliability go.

I know your are talking about Sting/aFTP but for your information I don't
have the problems you've mentioned above with the MiNT/MiNTnet version.
Beeing the maintainer of the Belgian ftp-site I do lots of uploads. I
usualy get a upload speed of 3500 cps (with a V90 modem, 44000
connection). I've once uploaded 80 files (4.4 MB) in one session.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1785. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: "Joshua E. Rodd" <jerodd@noah.dhs.org>
Message-ID: <3727530A.C94C7D51@noah.dhs.org>
Source record: 79752
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st,comp.os.os2.programmer

Christopher Browne wrote:
> jerodd wrote:
> >Happens all the time. =) XFree86 runs quite nicely on (for example)
> >UNIX System V/386 Release 3.2, SCO UnixWare 7.1, and OS/2 Version 3.
> >I hear that SVGAlib runs on {Free|Open|Net|}BSD{|\/386|i}.
> Certainly XFree86 runs lots on other OSes. Ditto for SVGAlib, although
> probably with lower incidence. I expect that GGI has a still lower
> incidence of "running on lots of other platforms," which is not to say
> that it couldn't/shouldn't run lots of places.

I'm going to be porting GGI/KGI to OS/2 once it's stable (and once it's easier to integrate with other OS/2 window-system related projects of mine). So there will be at least three platforms (Linux kernel, BSD kernel, and OS/2).

If anyone is interested, mail me at <jerodd@usa.net> (address from which this article was posted doesn't seem to be working).

Cheers,
Joshua.

1786. Re: was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <CsTmkGAWL1J3Ewek@steverosie.demon.co.uk>
Source record: 79753

In article <URFV2.15183$95.451392@news2.giganews.com>, Forrest Rosaire
<frosaire@olypen.com> writes
>Hi Steve-Or I could be on planet Mars-take the time and follow the link!
>fcr
>

There are lots of links, and there are users whom CANNOT or don't want
to chase URL links. Is this newsnet or webnet!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1787. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372749624767d580@holleman.demon.nl>
Source record: 79754

on Wed 28-04-1999 19:26 Martin "Nightowl" Byttebier wrote:

>on Wed 28-04-1999 02:47 Neil Roughley wrote:
>
>>Ronald Andersson <dlanor@oden.se> wrote:
>>
>>
>>aFTP is most prone to crash when uploading, too -- something that's
>>plagued me from the start, notably when doing them via a multiple
>>drag-and-drop. It's bad enough the uploads are slow (by 4 or 5 times),
>>let alone aFTP being unstable at the same time (perhaps this is
>>related?). But downloads have never been a problem as far as speed and
>>reliability go.
>
>
>I know your are talking about Sting/aFTP but for your information I don't
>have the problems you've mentioned above with the MiNT/MiNTnet version.
>Beeing the maintainer of the Belgian ftp-site I do lots of uploads. I
>usualy get a upload speed of 3500 cps (with a V90 modem, 44000
>connection). I've once uploaded 80 files (4.4 MB) in one session.

Right, I'm still on 1.4b4 for both Sting and MintNet, but both upload just
as well as they fetch. Previous version no probs either. Haven't tried
them on my new modem though...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1788. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372749624767d581@holleman.demon.nl>
Source record: 79755

on Wed 28-04-1999 17:39 DarkChyld wrote:

>On 27 Apr 1999 03:31:02 , Doctor Clu wrote:
>->I love the BBS scene.
>->
>-> I was wondering what Atari terms programs support ANSI (besides Freeze
>->Dried Term) and if any supported RIP term?
>->
>-> Doctor Clu
>->--
>-> ||| ATARI USERS OF NORTH TEXAS
>->)|(http://www.atariusers.com/AUNT
>-> / | \ Read the News, Join the Chats, Share the Meyhem!
>->.
>
> I think the latest version of Flash (commercial), Stalker (commercial),
> and CoNnect all suppport ANSI. I did have to add another font to CoNnet
> to get it to show the -full- ANSI set though...

Hi,

the old Opusterm was a full ANSI supporting terminal prg. No switchable fonts however, it got stuck to its own built-in font. Character-translation was unsurpassed, completely user-definable.

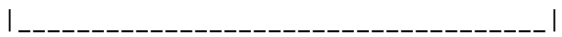
My last term prg was StarCall, perfect on ANSI-boards (in color).

Didn't like Flash, Stalker (mainly because of the needed buffer prg STeno, which in turn had to be set to a predefined buffersize. It was a fast one, though). Even bloody old Rufus worked with ANSI, provided a decent font for that (came with the prg) was installed. Rufus was highly unstable and caused the one and only HD-crash I've had over here. 850 megs, 4 partitions, C and half of D wiped out beyond reconstruction, the rest of D partly corrupted. Rufus was sitting on C and after the crash went straight into the bin.

Didn't RIP honour its own name? I recall having seen a very early RIP version for Atari years ago, but that was all I ever saw. If my memory serves me well, it didn't even work...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |



1789. WTB: 520STe

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7g7hsp$a2b$1@ns1.thpl.lib.fl.us>
Source record: 79756

reasonably priced please and thank you. e-mail replies
sfpu@scfn.thpl.lib.fl.us

1790. Floppyshop's Final Farewell

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Steve Delaney <floppyshop@cyberstrider.org>
Message-ID: <7g7mfbhgq1@news1.cableinet.co.uk>
Source record: 79757

Hi All,
Welcome to the final message from Floppyshop. As you all know, we closed our doors for the last time in mid-February. A lot has happened since then and that's really why this message has taken so long to compose.

When we announced our closure, we did not know what sort of reaction to expect from our customers. We were unsure as to whether we would be greeted by complete apathy, a trickle of nice letters or a total backlash of angry letters from those who considered us to be leaving the sinking ship. What we did get was none of the above and we were literally rendered speechless (those who know Steve will understand just how difficult it is to do that)!

From day one, we were inundated with orders. Naturally the knock-down prices were a major contributory factor, but there was more to it than that. Customers were buying up everything they had been intending to get round to purchasing one day, and they wanted to stock up while they could. This mad rush only really slowed down after our official closing date of 30th January 1999, something which certainly surprised us! It showed a high level of trust from our customers, many of whom had been with us for 10 years or more. Nobody was concerned about us disappearing without trace and failing to supply their goods, like so many others in the Atari market have done. Accordingly, trust like that has to be earned and all orders (even those which arrived after our extended closing date of 12th February) were honoured up to the time our PO Box closed down.

Equally important were the messages of support we received from customers during the course of the sale. They ranged from brief telephone calls to lengthy letters and emails, all of which were most welcome. The number of Atari users who took the time to thank us for the services we had provided for them over the years and wish us well in our future exploits, was phenomenal and indeed totally unexpected. From our point of view, we were only doing our job and we were not looking for gratitude, though such messages were well received and most appreciated. Please allow us to express our gratitude to you. Without an Atari Community in the first place, Floppyshop would never have existed. It was an important part of our lives and the memories will remain with us always.

Many customers expressed concern about what would happen to our products after we closed down. We too had our doubts and were delighted when several companies and individuals approached us with a view to taking over remaining stocks. We are pleased to announce our surplus stock of commercial products and the distribution rights to most of our CD-ROM compilations have been acquired by our good friend Paul Glover at FaST Club. Paul was probably the first to start up a PDL shortly after the release of the ST and has a longer pedigree than us! His expansion into commercial software and magazine

publishing has made FaST Club a household name worldwide. We would like to thank Paul for ensuring these products remain available to Atari users. Similarly, our Public Domain/Shareware Library has also been saved from extinction! In this case, our thanks go to Andrew Plumridge of Falcon's NeST PDL for his brave and salient rescue of this fine collection (well we would say that!). Andrew has pledged to update and expand the PDL with catalogue updates being sent to regular customers in the true Floppyshop tradition. These two staunch Atari supporters have been prepared to go out on a limb in order to ensure continuing support for the Atari Community. We trust you will repay them for their efforts with the same level of support you have always given us.

It was only natural that all rights to our Sounds & Stuff CD-ROM should revert to Electronic Cow as they were responsible for its compilation. A number of the other packages we sold in the last couple of years are still available through Atari Computing's readers offers.

The "Floppyshop Commemorative Site" is now on the Web. Funny how we had to close down to find time to finish the site! The main page leads to three distinctly separate sites. There's a potted history of Floppyshop in our "Ancient Burial Site" and and a quick roundup of the Atari Scene in our Contacts Site, finally there's the Virtual Christmas Party which is near identical to our Christmas 1998 site, suitably updated to take account of the changes which have taken place since then. "Our Virtual Christmas Party" site had over 1100 visits, we're looking forward to reaching our "second millenium" with this one!

All the information on our former releases can be found here as well as full contact information, not only for those whose who have taken over the distribution of our products, but also to everyone who's anyone in the Atari scene.

It's Been Fun, Of That There's No Denying. All that remains is to wish the Atari Community well for the future and thank everyone for their friendship and trust over many years. In the words of my late grandfather, Tom Delaney, Everything In Your Favour's Against You, but as an Atari user, you'll rise above such things and face the future with a courage and determination no PC owner could ever hope to match.

Thank you for everything, may you live long and prosper.

Goodbye from

Steve Delaney and Irene Lamb

Commemorative Site at http://www.floppyshop.cyberstrider.org

PS If you want to know what we're up to nowadays, our new company's site will be going live in a few weeks at http://www.mirrorimages.co.uk

1791. Re: Disappearing Mouse Pointer?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <372b53b2.8525969@news.demon.co.uk>
Source record: 79758

On 25 Apr 1999 01:49:05 GMT, Nurmix@NO_SPAM_MEsocal.com (Paul
Nurminen) wrote:

>I know I've seen this mentioned before, but isn't there a little ACC or AUTO
>program that will enable the mouse pointer to re-appear after it mysteriously
>disappears? This seems to be happening to me a lot now since I started
>running at 800x608x256 with Nemesis/Videlity - after running a TOS program in
>a window. As soon as I finish and quit the VT52 in a window program, no more
>mouse pointer.

It isn't an ACC or AUTO jobby but SdTidyUp on my website can do this -
as long as your desktop can launch a program via a keyboard shortcut.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

1792. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3727749826cceb0@oden.se>
Source record: 79759

on Wed 28-04-1999 02:47 Neil Roughley wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: aFTP 1.51b upload slowness (bad event loop ?)
>
>Every version of aFTP I've tried has *always* been very slow when
>uploading. This based on using three different local FTP sites with two
>different ISPs (all under STinG of course).

I agree, but there used to be some variation of CPS for differing BPS rates.
With aFTP 1.51b I see an almost constant CPS of 1024 regardless of the BPS
rate I use. Please confirm if this matches your results for this version.

>aFTP is most prone to crash when uploading, too -- something that's

Correct. That is because aFTP is extremely sensitive to any deviation
in the TCP_close negotiation, even such as sometimes occur on Internet.
That is why the uploads often ended in crashes, and also why this was
much more frequent with LAN servers (both ends used STinG TCP_close).
That problem is fixed by the new TCP module in the STinG 1.20 release.

NB: It was still the fault of aFTP that any errors resulted in crashes.
They should have detected error states and aborted 'gracefully', but
since the new TCP prevents the errors from happening, the problem
does seem to go away even without updating aFTP. When any real net
errors do occur, aFTP failure to test for error states in some places
where they should may still cause crashes. I can't affect that...

>plagued me from the start, notably when doing them via a multiple
>drag-and-drop. It's bad enough the uploads are slow (by 4 or 5 times),
>let alone aFTP being unstable at the same time (perhaps this is
>related?).

If (as I think) the upload problem is due to an unsuitable design of the
main event loop, then this could easily lead to instability too, as well
as the 'lockups' that all aFTP users must have seen occasionally.

>But downloads have never been a problem as far as speed and reliability go.

Not a problem perhaps, but they do not achieve the speed that I know to be
possible. Downloading a file over the LAN using HTTP, with CAB at one end
and WebLight at the other, is usually more than twice as fast as doing it
over FTP, with aFTP at one end and FTP Server at the other.

>Although just as slow as the other betas, aFTP 1.3b1 is what I use on the
>TT -- running MagiC 5.11 -- because it's more robust, less prone to crash

>when uploading (haven't tried the latest beta, or the latest STinG for
>that matter).

Later aFTP versions have improved D&D interface and ascii-based config and hotlist files, that make manual editing of the files possible. This is the best way to rearrange a hotlist to suit personal taste, rather than the order in which the entries happened to be created.

Without updating to the new STinG release you can never make aFTP stable. That goes for all aFTP versions so far, including the current aFTP 1.51b.

>BTW, I brought this subject up with Peter in e-mail without getting a
>response.

He has told me he is fighting with the ISP (a University) over the right to keep his account (it was a student account I gather) after graduation. (He is now Dr. Peter Rottengatter.) So his access to Internet lately has been very sporadic (mostly nonexistent).

Before his graduation he was naturally pressed for time, studying for his exams and so on. Under such circumstances it is not very surprising if some E-mail went unanswered. Still disappointing for you though... :-(

>I even offered him my FTP account information so he could try it himself.

That was nice of you, but it wouldn't help if he didn't have time to do it.

>For me, uploading is the only consistent bottleneck --
>otherwise STinG is just as fast or faster than the Mac's Open Transport.

Good, and since the upload problems are _not_ STinG's doing, you can remove the 'qualification' from that statement. (At least for STinG 1.20)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1793. Re: Automated mail/news dowload...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3727749826cceb1@oden.se>
Source record: 79760

on Wed 28-04-1999 10:26 Nicholas Bales wrote:

>Well, I'm finally getting Okami to run the way I want it to. At least it
>would if I had paid my ISP on time ;-/

He He,
sort of like: "It works better if you plug it in." ;-)

----- snip ----- re: automatic hangup program for batch operation
>
>Surely this must be possible and wouldn't be more than a 30 minute job.

There is a real problem here. The dialer starts batches in sequential mode,
so the DIALER is effectively blocked from receiving any dial operation
requests during this time, such as a request to hangup. It is not a good
idea to let another program do the hangup independently of DIALER, because
then the pre-dialing routing etc may not be restored properly.

The problem can be solved for a future version, by making the dialer use
the NetD interface to implement the dial request server. This allows the
use of that server in parallel to the batch operations (even in single_TOS).

But I can't update the dialer myself, because Peter has the only dialer
sources, and I have not had any mail from him for quite a while now...

I do plan to write some short TOS/TTP programs to send dial requests, and
suitable for use in a batch program.

The 'hangup' program would just send a 'hangup' request to the dialer, at
the IP address specified by the DIALER entry in DEFAULT.PRG . Which for
the machine with the dial-up modem should always be set to 127.0.0.1 .

Correct usage will then be to first run the dialer on the modem machine,
and not dial out, but just leave it resident with windows closed or even
iconified. Thereafter the spawner program can be used, independently of
the dialer (and on any machine in the LAN) to start the sort of batch you
want, with the first program in the batch being a new 'DIALUP.TTP' program
that should of course be run in sequential mode. That will send a dialup
request to the modem machine, and await completion of dialup before it
exits to let the rest of the batch programs do their jobs.

This approach should work even without any modifications to the dialer.

For single_TOS the usage described above requires that the dialer be used
as an ACC (since it doesn't use NetD for the dial request server), which
means that one must avoid using the 'Exit' button (or ctrl-Q) in the main
dialer dialog.

>Also, can you run the oexport, oimport and oexpire.ttp programs from the
>spawner ? I haven't looked at the man files provided with Okami but this
>should be possible. I think the correct order of execution would then
>be:
>
>t_batclk.app (just to set the time or correct any drift from the RTC)
>oexpire.ttp
>oexport.ttp (ideally, these should be done offline, but well...)
>popwatch.prg
>newswatch.prg (both with appropriate switches)
>hangup.prg (yet to be written...)
>oimport.ttp
>okami.prg
>
>Can anyone confirm this ?

This seems functional to me. I can't really try it though, because my
Okami installation is not on the same machine as the modem. I'd have
to do it by running spawner independently of the dialer, and that is
not the same thing.

>Also, I haven't yet tried STinG 1.20, but what exactly are the
>advantages of it ?

There are many advantages, though most of them are not visible to a user
in the form of any new programs, or new dialogs in any old components.
Instead they deal mostly with internal improvements of kernel and modules
and some new ways in which they can interact with each other.

For example, a new interface function exists so that components that need
to change port driver settings can do so without 'digging' in the driver
structures directly, instead using the new 'cntrl_port' function to do it.

That is almost like a new extensible API for port control... Its effect
is to make STinG components less sensitive to changes in the structures
of port driver modules, and of the kernel itself, and also to increase
the safety against improper 'poking' in port structures, since no such
'poking' will be done when cntrl_port is used. Instead the specific
cntrl_port subfunctions added by the port driver to be controlled will
be called to do the job, which ensures that the code uses exactly the
same structures as the port driver does, since they are just different
parts of the same module.

Another, very important addition is the new TCP_close implementation that
allows proper TCP_close negotiation, which makes a _big_ difference to a
lot of clients. (Notably aFTP, which needs this to be stable.)

Also, the new TCP_close allows servers/clients to await the success/error
result code of a TCP_close negotiation in a fully unblocking manner, so
that they can keep working in their normal event loops while the negotiaton
is being made. (As yet no programs make use of this, but later some will.)

>and why isn't Peter Rottengatter promoting it himself ?

That is explained in some detail on my STinG support page. He has told me in a mail that he no longer has access to his old account, and is now fighting with the administrators to get it back.

Of course, I begin to wonder why he doesn't simply get a new ISP account, with some private company, so as to become independent of the old ISP... That is certainly what I would have done in his situation.

Meanwhile, I could not just sit back and watch the STinG community die. (Which it soon would if even more time had passed with no public update.)

That is the only reason why I 'took the reins'.
Any objections ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1794. Re: keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3727749826cceb2@oden.se>
Source record: 79761

on Wed 28-04-1999 03:26 Neil Roughley wrote:

>starlord@ <*> wrote:
>
>> You've_missed_the_postings_about_my_TT's_keyboard_with_the_dead
>
>Why don't you just assign the space character to a macro or paste it
>from the clipboard? Or search and replace the underscores with spaces
>when you're ready to post?

Another possibility is to use a program that allows you to redefine the keyboard layout, and use an extended Alt-key combo for space. This will allow the space to be entered easily in virtually all software, not just a single editor like a macro would.

In fact, since the numeric pad keys have duplicates on the main keyboard you may even chose to make one of them (without Alternate key) the new space key. I'd then choose the '0' key on the numeric pad, since that is the key closest to the normal spacebar.

I think this is the best way to do it, apart from trying to fix the hardware itself, which might be tricky but is the only way to restore original spacebar functionality.

One keyboard redefinition program you may find useful is my UKEX.PRG, as released on my home page (URL in my SIG below). It is freeware.

To redefine the keyboard definition files you will need a good binary file editor, like HEX_EDIT or similar, or one of the specialized KBD file editors that are built into some other programs. The table structure of the files uses traditional Atari Standard with 3 blocks of 128 bytes each. An extra such file is used for the Alternate key definitions. In that file you may place a zero in any position, and that will then mean that UKEX will not patch the ALT handling of that key. This should be used to ensure compatibility with programs that use ALT key combo's for commands.

A number of different files for various nationalities are included, but it is only for the Swedish set (the one I use) that I have made an alternate key file. So you'll have to make your own...
It's not hard at all. Just copy my ALT_SWE.KBD file to a name like ALT_US.KBD or ALT_UK.KBD (UKEX will accept any ALT_*.KBD), and edit it to contain only zeroes (to get rid of swedish-specific stuff).

The result is a valid ALT key file, but one which does not change any key mapping from the normal usage. Now you need to make one key become used for space, and if you want this use to be independent of the shift,

control, and capslock keys, then you must enter $20 in the correct place of each of the three 128 byte blocks in the file.

An even easier method is to not use any ALT_* file, and simply edit the DEF_US.KBD or DEF_UK.KBD to contain $20 at the three positions, $70, $F0, and $170. That will result in the numeric pad's '0' key being redefined as a space key.

To install the stuff you just drop UKEX in the \AUTO\ folder, and also the KBD file(s) you want to use. The new keyboard will then be activated at your next bootup.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1795. ICQ again

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <372777ccb5df20@gelrevision.nl>
Source record: 79762

Tried the MICQ.TOS program again. Started it being online! (silly me
;-)
No problems at all even got an ICQ number: 37520138. I had to start
with some /help .... commands but after that I coould easely fool
around ;-) Why not give it another try
Louis???

SU Bram

1796. Re: STIK-II (was "Stik help")

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7g7roodsu1@rubens.telebyte.nl>
Source record: 79763

```
>I currently use "old" Stik, and have so
>far avoided the temptation to try Sting. I have seen posts of people having
>all sorts of trouble getting it going well. I have "old" Stik running fine
>for me now, but imagine it might be advantagous to be able to use PPP
>should my server decide to no longer cater to the needs of the couple of
>people still using SLIP. Obviously Atari users...ha-ha! ;-)
>
Why don't you try STinG. If you carefully read the docs and follow the
instructions it just might work right away. If it doesn't you can
always re-install STiK. I think STinG is really better than STiK.
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

1797. Re: was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Forrest Rosaire <frosaire@olypen.com>
Message-ID: <tBKV2.1811$_s5.402955@news1.giganews.com>
Source record: 79764

Look-I don't know where this is going, or what exactly you're requesting.
WHERE I'm located has no relevance to WHAT I'm seeking to buy. However, if
you have what I'm looking for maybe we can do business; if you're answering
my post just to hear yourself talk, ciou, and case closed.
fcr

_
Nighttrain Entertainment
http://expage.com/page/nighttrain

Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message
news:CsTmkGAWL1J3Ewek@steverosie.demon.co.uk...
> In article <URFV2.15183$95.451392@news2.giganews.com>, Forrest Rosaire
> <frosaire@olypen.com> writes
> >Hi Steve-Or I could be on planet Mars-take the time and follow the link!
> >fcr
> >
>
> There are lots of links, and there are users whom CANNOT or don't want
> to chase URL links. Is this newsnet or webnet!
>
> --
> Cheers! for now
> Steve <><
>
> The Atari Software exchange: asx.atari.org
> Email: steve@steverosie.demon.co.uk
> Nick: Mocknbird Tel: 0870 7402517
> ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1798. Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Adam Foster <afoster@zetnet.co.uk>
Message-ID: <3727773D.9942FA25@zetnet.co.uk>
Source record: 79765

Hello...

I'm currently at university, but have an old ST at home which my mum uses for word-processing using Papyrus. I have this ridiculous plan of networking at least some of the computers at home over the summer - five PCs (three running Linux), a Belgian Mac Classic II (don't ask), the ST and a dead Spectrum. Networking the PCs will be pretty easy, but I was wondering what could be done with the Atari.

I've got a long null modem cable, and could probably set up a SLIP or PPP connection using STiK or whatever the latest is (I used to use STiK when I used the ST on the internet). Which telnet client would you recommend? And is there anything more complex available to run over TCP/IP, such as SMB capability or an NFS client? The ST's got a copy of MiNT on it (it hasn't been used for years though) so could I do something like this with MiNT-net? Or is there some (free) software available for TOS?

Thanks for any ideas...

I'd appreciate if you could send a copy of any reply to me by email, because the news server I'm on is very unreliable and tends to lose posts etc. Thanks...

Adam Foster
--
Adam Foster - afoster@zetnet.co.uk
+---+
'My software never has bugs - it just develops random features.'

1799. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <3726faac1077ba0@HORMEL.bc.sympatico.ca>
Source record: 79766

on 28-04-99 Martin "Nightowl" Byttebier wrote:

>on Wed 28-04-1999 02:47 Neil Roughley wrote:
>
>>Ronald Andersson <dlanor@oden.se> wrote:
>>
>>
>>aFTP is most prone to crash when uploading, too -- something that's
>>plagued me from the start, notably when doing them via a multiple
>>drag-and-drop. It's bad enough the uploads are slow (by 4 or 5 times),
>>let alone aFTP being unstable at the same time (perhaps this is
>>related?). But downloads have never been a problem as far as speed and
>>reliability go.
>
>
>I know your are talking about Sting/aFTP but for your information I don't
>have the problems you've mentioned above with the MiNT/MiNTnet version.
>Beeing the maintainer of the Belgian ftp-site I do lots of uploads. I
>usualy get a upload speed of 3500 cps (with a V90 modem, 44000
>connection). I've once uploaded 80 files (4.4 MB) in one session.

I remember you mentioned this before, Martin. Because of this, I just assumed my slow uploads were due to aFTP being more MiNT-friendly than under MagiC. But now that Louis says uploads are just as fast on his MagiC system, I know there's something "not quite right" at my end.

What's strange is that under my new ISP (Sympatico), aFTP is faster during uploads than my previous ISP. Instead of 600cps for a binary upload I get around 1200cps (this based on a 28.8 connection). Uploading is actually slower than that, though, because it takes some time to get up to speed. Small files like GIFs aren't big enough, but with large files aFTP has enough time to slowly increase its throughput before it tops out.

No amount of tinkering (larger buffers, a different serial port, etc.) has made my uploads any faster. Yet my other connections with POPwatch, NEWSwatch and CAB are fast and reliable (as are aFTP downloads).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1800. Re: How to Convert ASCII-Text from Atari to

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <37277ec4$0$493@news.zetnet.co.uk>
Source record: 79767

On 28 Apr 1999 16:00:00 , Joerg Levermann wrote:

| . . . .
|can you help me? I would like to convert ASCII-text-files, wich are
|created with Signum. The converted Files should be compatible with
|Macintosh fext-format.
| . . . .

If it is true ASCII text then it does not matter which program produced it - it should be readable by all text editors on all platforms. If it is specifically Signum format (in which case it will have an .STX extender as far as I know) then you will need Signum or Script on an Atari to load the original and export ihe text as true ASCII. Papyrus can also be used and can export it in RTF (Rich Text Format) which retains the formatting information.

John Logan

1801. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqz6u2.1v862l41jew7tgN@srry01m07-48.bctel.ca>
Source record: 79768

Ronald Andersson <dlanor@oden.se> wrote:

> on Wed 28-04-1999 02:47 Neil Roughley wrote:

> >I even offered him my FTP account information so he could try it himself.
>
> That was nice of you, but it wouldn't help if he didn't have time to do it.

But my queries to Peter occured when he was deep into STinG.

> >For me, uploading is the only consistent bottleneck --
> >otherwise STinG is just as fast or faster than the Mac's Open Transport.
>
> Good, and since the upload problems are _not_ STinG's doing, you can remove
> the 'qualification' from that statement. (At least for STinG 1.20)

OK, I'll install STinG 1.20 and report back.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1802. Re: How to Convert ASCII-Text from Atari to Macintosh

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925337064.4408.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 79769

Joerg Levermann wrote in message
<1dqzaxu.1foa4as5ipz4sN@dialppp-7-88.rz.ruhr-uni-bochum.de>...
>Hello Atari-Users,
>
>can you help me? I would like to convert ASCII-text-files, wich are
>created with Signum. The converted Files should be compatible with
>Macintosh fext-format.
>
>Do you have any solusion?

Papyrus will export Mac-format ASCII, but it is expensive for that purpose.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1803. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925337065.4408.1.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 79770

JI Logan wrote in message <3726ae7a$0$496@news.zetnet.co.uk>...
>On 28 Apr 1999 01:30:44 , <prunus@post3.tele.dk> wrote:
>
>| . . . .
>|For the price of a Milan, without a screen, I can get a Compac 350 Mhz
>|with 64 Mb ram, a 6 Gb HD, a DVD 2 drive, 4 Mb ATI 3D grafic, 56k modem
>|and a 15 inch screen. If I spend 2000.00 Danish kr. more, I can get a 400
Mhz
>|Fujitsu with a 19 inch screen, but without the DVD drive.
>| . . . .
>
>It seems that what we want is a kit for modifying these cheap
>peecees to an Atari compatable. Take out their board, put in ours
>and transfer the bits and bobs (memory etc) that are required.

dons asbestos suit

It's available: MagiC-PC.

:-)

runs and hides

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1804. Re: Missing Posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925337066.4408.2.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 79771

JI Logan wrote in message <3726ae78$0$496@news.zetnet.co.uk>...
>On 27 Apr 1999 17:59:29 , Roger Cain wrote:
>|On 26 Apr 1999 22:22:05 , Trevor Spencer wrote:
>|>
>|>Although Newsie tried several times posts 18253 4 5 6 and 7 came down as
>|><No Subject> did anyone else have this problem?
>|
>|Funny you should say that, Trevor. I had a similar sequence of 5 (or
>|6?) the other day but I did not note the message numbers.
>
>Yes. Also 158140, 158318, 158331, 158336, 158375 and 158472. Theu
>have no subject, author or date. I presume there is a central
>machine somewhere that assigns these numbers.

Nope: your ISP's news system assigns them. It's Zetnet-specific.

The problem *may* be cancelled posts (ie spam messages that get deleted).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1805. Re: Automated mail/news dowload...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372794f84018881@oden.se>
Source record: 79772

on Wed 28-04-1999 16:01 Louis wrote:

>on Wed 28-04-1999 10:26 Nicholas Bales wrote:
>
---- snip ----- re: Fully automated batch usage a'la Nick
>
>Nick, the way I see it it would be not very logical to do...

Not exactly as he described it, that is true.

>Sounds good as long as you only fetch the mail and news. What if you
>decide to go FTP-ing, or surfing? OK, you can de-activate the batchfile
>before connecting with Dialer, but I found myself already on occasions
>that I wanted to use CAB for the session only, I forgot to de-activate the
>batchfile and the whole bunch started first.

Agreed. And this is a generic problem of most batch usage. It is not
acceptable to be limited to one single static description of what the
batch should do, because sooner or later the needs will change, and
will become variable.

>Using several batchfiles won't work since it's laid down in DIAL.SCR and
>that's what the stuff reads upon starting.

Logical inversion of parts of your statement solves the problem, like this:

Using several batchfiles will work since it is not laid down in DIAL.SCR as
that is not what is read upon starting.

Clarified: forget the batch mode built into the dialer, and its limitations,
and use instead only SPAWNER.PRG, since this is not so limited.

This requires development of some small TOS/TTP programs that can send UDP
dialup and hangup messages to the dialer APP/ACC, and these should not be
hard to write. I will do so shortly.

>The same applies when you want a prg to hangup. When? Upon completion of
>the mentioned prg's, then what if you decide to go surfin' afterwards?
>After somuch time of inactivity? Then what while surfin', you read
>something so the line is inactive, next you wanna go further and meanwhile
>Diaer hung up... :-(

All those problems are solved by the ability to use multiple batch scripts,
though you still can have such problems if you change your mind while the
script is running. That can be solved by letting the 'hangup' client look
for a 'hotkey' (eg: right shift key) when launched, and to abort itself
if that key is pressed. Thus you have the opportunity of changing your
mind right up to the moment the hangup.prg should do its job.

>I haven't found out exactly what the new Sting's advantages are, except
>for the fact that the provided TCP.STX gives me high speed indeed. I
>recall with the update of 1.10 to 1.12 or from 1.12 to 1.15 I needed an
>old STX to get decent speeds.

The TCP module is the one that has the greatest influence on transfer speed,
since TCP is the dominant transfer protocol on Internet. Fortunately I do
have the latest TCP source code peter wrote before losing his account, and
so I was able to complete some of the work he had begun, and will be able
to continue improving and debugging it until Peter returns.

If I had not been able to support the TCP module properly I would not have
prepared the STinG 1.20 release, because that would have been pointless.
So we were a bit lucky there, in that Peter had already sent me the source
before losing his account.

>Finally, from what I gathered Peter lost his ISP account so he isn't able
>to reach us here. Good thing someone took over :-)

I think so (of course), but it would be even better if Peter could come back.
I am not able to support all components of STinG properly, since I don't have
any source files for most of them.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1806. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372794f84018882@oden.se>
Source record: 79773

on Wed 28-04-1999 16:07 Louis wrote:

>on Wed 28-04-1999 11:51 Pascal Ricard wrote:
>
----- snip ----- re: computer prices: then VS now
>
>Pascal, you're dead rite... I've got an early Atari mag lying over here,
>advertizing the 520 ST, incl. SM124, mouse, 500 kb diskdrive for a little
>over 3000 Dutch guilders in 1985. That would be around 1500 USD nowadays,
>using today's exchange rate... power without the price?

Actually, _YES_. For that time it was.
("But the times, they are ahchaaaaanging..." :-)

I remember when a RAM expansion board for, say $400, was a large S-100
bus board (appx. A4 size, like Atari Computing mags), containing a
massive RAM expansion of 4 KB (and yes, I do mean four kilobytes).

That was massive for a time when the major microcomputers available
to the public were delivered with only 256 bytes of RAM. Any more
required expansion boards, like the one mentioned above.

Any old figure quoted out of its contemporary context lacks meaning,
except to those who remember that context and can use it to evaluate
the meaning.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1807. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372794f84018883@oden.se>
Source record: 79774

on Wed 28-04-1999 19:26 Martin "Nightowl" Byttebier wrote:

----- snip ----- re: aFTP (STiK version) problems
>
>I know your are talking about Sting/aFTP but for your information I don't
>have the problems you've mentioned above with the MiNT/MiNTnet version.
>Beeing the maintainer of the Belgian ftp-site I do lots of uploads. I
>usualy get a upload speed of 3500 cps (with a V90 modem, 44000
>connection). I've once uploaded 80 files (4.4 MB) in one session.

This further confirms my suspicion concerning the kind of error that ATACK
have made in adapting the aFTP event loop for use with the STiK/STinG API.

Evidently they have not understood how to construct an event loop so as to
make efficient use of the STiK/STinG API, and have therefore placed a limit
on the amount of data possible to transfer during each event loop pass.
The limit and the loop period have clearly been chosen to give a quotient
of 1024 CPS, which may seem OK to users of older modems at 14400 bps and
is not even visible as a limitation for modems using 9600 BPS.

The error is clearly visible however, when the same 1024 CPS is achieved
on a local connection using 153600 BPS ! (Capable of up to 15360 CPS.)

Such a method is totally unacceptable, and can not even be considered as a
serious attempt to make efficient use of the API. They should know better.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1808. Re: How to Convert ASCII-Text from Atari to

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7g81p1$l1t$1@news1.xs4all.nl>
Source record: 79775

On 28 Apr 1999 16:00:00 , Joerg Levermann wrote:
>Hello Atari-Users,
>
>can you help me? I would like to convert ASCII-text-files, wich are
>created with Signum. The converted Files should be compatible with
>Macintosh fext-format.
>
>Do you have any solution?
>
>Greetings
>
>Joerg

You don't tell which version of Signum! you are using. Signum!2 or Signum!3/4 ???
Try Papyrus [recent version, even demo-version will do for conversion purposes]
and use the right export filter [in the Belegung map]

Gtx, Rein

1809. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7g831u$5r6$1@black.interact.net.au>
Source record: 79776

On 28 Apr 1999 06:36:02 , Derryck Croker wrote:
>
>On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:
>>
>>kevin dermott wrote in message <3722421f$0$490@news.zetnet.co.uk>...
>>>can anyone tell me where change rez stores it's settings as I would like
>>where have all the brains gone???
>
>I don't believe that what you propose is possible (which is why no-one's
>replied).
>
>All the res's that you see listed under "Change res" are stored in the
>chgres.prg binary.
>
>Rgds, Derryck

The story is a bit more complicated than this if you use a video card version of NVDI.

For the Matrix TC series cards CHGRES gets its list of available resolutions from the F?*INF files in the MATRIX folder. For the Matrix CXX cards is uses the similar .CXX files.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1810. Re: .ST to disc

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37279199$0$494@news.zetnet.co.uk>
Source record: 79777

On 26 Apr 1999 22:04:55, "Chris Swinson freeserve" wrote:

A bunch of stuff abo starign a new mag...
]

Well I can only afford to advertise in one, andf ATM it
's Atari Computing....There;s still an Amiga mag on the highstreet in the
UK, I wish you luck though.....

chrisc

1811. Re: Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37279295$0$494@news.zetnet.co.uk>
Source record: 79778

On 28 Apr 1999 16:17:35, Fitzpatri8 wrote:
>If my memory serves, your PGS2.INF file is either corrupted or marked Read
>Only. Try renaming it to .INX, running Pagestream, setting fonts, and saving
>settings.
>
>Once that works, you can either reset all your settings back like you want them
>& re-save the new settings, or you can load both .INF/INX files into an editor
>to look for and repair what broke the .INX file.

Bizarrely I have a prob with my Falcon, but not with Gemulator...the Flac
always forgets its font settings....

chrisc

1812. Re: Yahoo Mail with CAB/Sting?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: csh@agate.net
Message-ID: <7g87c6pvl1@usenet46.supernews.com>
Source record: 79779

Right.... on the list of cookies it seems to list some Yahoo ones, but it
still doesn't work!

chris

On 27 Apr 99 21:51:26 -0, greg_evans@delphi.com wrote:
:
: Same problem here. CAB doesn't seem to be handling the cookies properly. I
: turned on "ask" to see what was happening and Yahoo seemed to be setting at
: ;east 5 cookies and CAB was storing them so I don't know what could be wrong.
:
: Greg
: .

csh@agate.net

"Our seeds sown larger |"Arise
Our roots will go deeper | Alive
Our trees will grow larger | Strive to win and live
and now we wait the rain" | to please your mind"

1813. FS:Falcon/Cubase etc...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Mike Farrington <mikef@accesscable.net>
Message-ID: <3727B0E1.8CC6D83A@accesscable.net>
Source record: 79780

```
Atari Falcon 14 Meg/85 Hard Drive
Cubase Audio Falcon 2.06 with Key/Manuals
Steinberg SMP11 (2 in 4 out) SMPTE/MIDI interface
B/W monitor, mouse, tons of software, etc...
A great all round Audio/Midi package
$500 Canadian
Mike Farrington
(902) 466-6139
mikef@accesscable.net
Canada (Halifax, Nova Scotia)
```

1814. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3727ae61$0$496@news.zetnet.co.uk>
Source record: 79781

Derryck Croker wrote in message <7g6a8i$40t$4@news8.svr.pol.co.uk>...
>On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:
>>
>>kevin dermott wrote in message <3722421f$0$490@news.zetnet.co.uk>...
>>>can anyone tell me where change rez stores it's settings as I would
like
>>where have all the brains gone???
>
>I don't believe that what you propose is possible (which is why no-one's
>replied).
>
>All the res's that you see listed under "Change res" are stored in the
>chgres.prg binary.
>
>Rgds, Derryck

what do you mean every one I have tried has been written into the
program?
Kevin

1815. WTB:mouse

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: avatar@ncc-pc.com
Message-ID: <925363414.565.62@news.remarQ.com>
Source record: 79782

seeking mouse for 1040ST.. also any general ST FAQ, and or dealers

1816. Re: Draconis

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g5ie6pjb2@news.inet.tele.dk>
Source record: 79801

>From: mt@telebyte.nl (Martin Tarenskeen)
>
>I, like many here, are using CAB as my webbrowser (v2.7)
>But I'm anxious to read the first experiences from people using the
>new Draconis package. Don't hesitate to post a message !

I did try out the latest demo of Adamas, it still have some way to go before it will match CAB, but it did seems faster loading a page with gif and jpg pictures, and it shows em nice. The font handling leaves something to desire, in my opinion, but maybe I`m just spoiled by using CAB for so long.

Anyway, I am also waiting for someone to post a review of the Draconis suite "Online".

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1817. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g5ie9pjb3@news.inet.tele.dk>
Source record: 79802

>From: hall@post1.com (Hallvard Tangeraas)
>
>Cool! The same Mac as I have -at least if you put "AV" at the end (Audio
>visual).

It is the same as you have, with the AV at the end.

>Well, the other way goes without a problem with MagiCMac, but I don't
>know about reading a Mac formatted disk on an Atari.

I did try out the demo of MagiC Mac, on the external drive, it`s works OK.
Guess I have to buy it some day.

>If you have MagiCMac and need to use the same drive on both machines and
>HDDriver won't let you do it, perhaps you'll have to back everything up,
>reformat the drive to Atari standards, then use it directly on the
>Falcon and via MagiCMac on the Mac.

That`s an option I rather be without, as I have plenty to back up.
Actually I don`t really need it, as I have a intern 3.25 Gb HD on the Falcon.
It`s just for transfering some MOV files that is to big to put on any disk
but a Zip or Jazz.

>
>But hopefully there's a way to read HFS formatted (Macintosh) drives on
>a Falcon sp you don't have to do all this.

Apperently not, according to Uwe`s post it is not possible for the Falcon to read
the Mac formatted harddrive.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1818. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g5iebpjb4@news.inet.tele.dk>
Source record: 79803

>From: louis@holleman.demon.nl (Louis)
>
>Joergen, take a look at the latest Phenix specs... comes with USB fitted
>standard. Also IDE, SCSI will be standard. OK, the price is something more
>than a Milan, but my bets for the moment are on this Phenix. Motherboard
>is ready to take two 060's as well. They switched to DIMM's too, good
>choice.

Yes, the Phenix looks promissing but also more expensive, not the power
without the price anymore.

I know it will never be like in 1986 where a Atari cost only half the price
of a PC and a 1/3 of a Mac, but is it the other way around now.

For the price of a Milan, without a screen, I can get a Compac 350 Mhz
with 64 Mb ram, a 6 Gb HD, a DVD 2 drive, 4 Mb ATI 3D grafic, 56k modem
and a 15 inch screen. If I spend 2000.00 Danish kr. more, I can get a 400 Mhz
Fujitsu with a 19 inch screen, but without the DVD drive.

The only drawbacks is, that they (the PCs) comes with Windows. And they don`t
have a Motorola inside :-))

I don`t considder a B&W G3 Mac, it still cost an arm and a leg.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1819. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7g5ieepjb5@news.inet.tele.dk>
Source record: 79804

>From: Uwe Seimet <us@ooc.de>
>
>You can use this hard disk drive with HDDRIVER and the Mac as well as
>the Atari if you partition your drive DOS compatible. HDDRIVER/HDDRUTIL
>offers several options for DOS compatible partitioning. Note, however,
>that you can't boot from a DOS compatible drive.
>There is no way to use a Mac-partitioned drive with the Atari.

Hi Uwe, - if I use HDDRIVER to make it DOS compatible, will I lose all
data on the drive,- right?
That is, if I don`t make a back up before I do it.

I don`t need to boot from it, the Mac has a intern 250 Mb HD and the Falcon
has a intern 3.25 Gb HD. It`s mostly for moving files from one system to
another. Huge MOV files or FLI files.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1820. Re: GEM

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: cbbrowne@news.hex.net
Message-ID: <svsV2.13607$95.389503@news2.giganews.com>
Source record: 79805
Cross-posted to: gnu.misc.discuss,comp.sys.atari.st

On Tue, 27 Apr 1999 12:16:57 -0400, Joshua E. Rodd <jerodd@noah.dhs.org> wrote:
>Christopher Browne wrote:
>> I'm agnostic about it; I'm just suggesting possibilities.
>
>True.
>
>> I suspect that this won't be a good enough option for most users, as
>> it is not supportive of modern hardware.
>
>I suspect those who may benefit most from the new GPL'd GEM would
>be those using it now on older hardware (e.g. Atari ST). They can
>trweak it now.

I'm not sure about that; the GPL'ed GEM very probably predates TOS 1.62,
which had fairly substantial improvements to GEM, and is forcibly burned
into ROM. And there were more recent TOS/GEM "emulators" like Geneva,
which may have also passed over into "freehood."

>> You're probably right with this. "Whatever that BIOS-like level is
>> called that lets you ask an SVGA card to display things, and hope that
>> it'll work."
>
>You're thinking of VESA, then.

Apparently so.

>> >> - Under Linux, hope that [SVGAlib|XFree86|GGI] support it.
>> >But note that GGI is platform-independent...
>> As are SVGAlib and XFree86; they all *can* run on systems other than
>> Linux. Not that it universally happens a lot...
>
>Happens all the time. =) XFree86 runs quite nicely on (for example)
>UNIX System V/386 Release 3.2, SCO UnixWare 7.1, and OS/2 Version 3.
>I hear that SVGAlib runs on {Free|Open|Net|}BSD{|\/386|i}.

Certainly XFree86 runs lots on other OSes. Ditto for SVGAlib, although
probably with lower incidence. I expect that GGI has a still lower
incidence of "running on lots of other platforms," which is not to say
that it couldn't/shouldn't run lots of places.
--
"Cars move huge weights at high speeds by controlling violent explosions
many times a second. ...car analogies are always fatal..."
-- <westprog@my-dejanews.com>
cbbrowne@ntlug.org- <http://www.ntlug.org/~cbbrowne/xwindows.html>

1821. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37264DCD.B0311F6@ihug.co.nz>
Source record: 79806

Hi there,

Martin-Eric Racine wrote:
>
> Hello everyone,
>
> unless I am mistaken, my TT's hard-disk is dying. After a couple
> of hours of usage, any time I access it, it spins up and down, or
> even comes down to a full silent stop, then reboots seconds later.
>
> Has anyone ever encountered this? Have my worst fears materialized?

Maybe not entirely, but the warning signs are there! :(

My disk in my Falcon died several weeks ago, although it didn't have
any warning signs. It just stopped instantly, tried to reboot several
times (spin up...make funny noises...spin down), and after several
retries to reboot it would stop altogether. HD-driver could still
poll the drive, get serial#, drive ID# etc...but no data will ever
flow from/to this disk again as the heads have crashed.

Your TT's disk could be on the way out, with the stepper controlling
the heads getting tired and old. My advice is to backup the disk while
you still can. At least when it dies, if it does die, you wont lose any
stuff...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

1822. Calamus Moron needs Help

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <B2tV2.73$W54.31@198.235.216.4>
Source record: 79807

Hello,

I have Calamus SL 95 that came with my Falcon. I have purchased an HP Deskjet 660c. In my haste to play with Colour photo prints I have come across something silly now. I HAVEN'T TRIED TO PRINT ANY TEXT ;-).

So here I am needing to create a document with the newer version that has the 660 driver and I have discovered that I can print out the graphics but the text does not print. I am very puzzled.

I have old drivers for 1.09n but they don't seem to work with the 660? So, please help.

Thanks.
Brian.

1823. Re: Free US$5 for your gambling

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: <>
Message-ID: <37266f92.0@news.qnet.com>
Source record: 79808

```
On 27 Apr 1999 10:12:19 , Gambler wrote:
>
>Hello everybody,
> Once you sign-up and register for a new user, you will have US$5 for
>
>gambling! You ONLY download the setup file and install it.
>
>or try to visit these sites:
>Cyber Thrill Casino
>Avatar Casino
>
>
>AAAAAAAAAAAAAAAAAAAAAAAAAEABAEwLAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
>AAAAAAAAAAAAAAAAAAAAAAAAABUIgEAyAEAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAC50

This_guy_not_to_bright_posting_an_ibm_file_on_this_newsgroup.
```

1824. keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: <>
Message-ID: <37266f95.0@news.qnet.com>
Source record: 79809

On 27 Apr 1999 14:42:14 , Hallvard Tangeraas wrote:
>starlord@ <*> wrote:
>
>> Whenever_I_try_to_use_FTP_via_CAB_2.7_Demo
>> I_get_a_message_something_like_"No_RSC"
>> And_I've_looked_at_everything_and_can't_find_a_RSC_file_for_the
>> CAB_FTP.APP_inside_CAB_2.7
>
>What's with all the underscores? Seems like your mailer replaces all
>spaces with "_".
>
>
You've_missed_the_postings_about_my_TT's_keyboard_with_the_dead

Spacebar.

1825. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37266d9240fe9d0@oden.se>
Source record: 79810

on Tue 27-04-1999 16:36 Robert Schaffner wrote:

>Robert Schaffner <doitarchive@atari-computer.de> wrote:
>
>> > under MagiC/STinG setup, it is *very* unstable. I guess I need to go back
>
>> Canï¿½t follow that. Use STinG 1.51ï¿½ since 3 days with MagiC6.
>> Perfectly, same with 1.50
>> Iï¿½m replace all old items with all new items out of the new archive.
>> Thatï¿½s all.
>>
>Ahrg, mean aFTP.. Sorry

Yes, I noticed. But I think everyone understood what you meant.

Anyway, it seems that you are quite happy with aFTP 1.51b, which I am not.
It does work fairly well, though not quite as stable as 1.5b, but my real
problem with it is that it is _horribly_ slow for uploads. Even at a bps
rate of 153600 I still only get a cps of appx 1024 (almost precisely!),
and the very same CPS is what I get for most lower speeds as well. So the
bps rate has _no_ effect on cps, except when bps is lowered so much that
1024 cps becomes impossible.

This seems quite silly, and in such a way that I think I know what mistake
they have made in coding the event loop of aFTP 1.51b. Before I add that
info to the preliminary report I have already sent them, I want some more
confirmation from others that my view of the behaviour is correct and that
it is repeatable on all other STinG systems too (all that try it, I mean).

Please test upload behaviour and post the results.
(Not just Robert, but any others too who want to help out.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1826. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7g646m$rs4$1@news.ncal.verio.com>
Source record: 79811

On 27 Apr 1999 12:38:28 , Martin-Eric Racine wrote:
>Hello everyone,
>
>unless I am mistaken, my TT's hard-disk is dying. After a couple
>of hours of usage, any time I access it, it spins up and down, or
>even comes down to a full silent stop, then reboots seconds later.
>
>Has anyone ever encountered this? Have my worst fears materialized?
>Please help. Thanks.
>
>--
>Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
>
>
>.Martin:

Hate to say this BUT

the same thing happened to my TT HD. I had to swap it out with my
external drive that I had originally set up. Made it bootable first,
then switched it. At least it saved my system.

Get a SCSI drive somewhere while your HD still works.
Do a backup on disc, then switch it out.

Hope this helps

Tim

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1827. Re: STinG 1.20 - Where's the old TCP.STX

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3726a94e68ab81@oden.se>
Source record: 79812

on Tue 27-04-1999 20:46 Steve Sweet wrote:

>On 22 Apr 1999 05:04:03 , David Leaver wrote:
>:>I had no trouble whatsovever getting STinG 1.20 working, either on my
>:>TT or MSTe. On the TT it is fast and a pleasure to use.
>:>
>:>However, the MSTe still seems to be affected by the problem that I,
>:>along with others, suffered from with STinG 1.15 on both computers -
>:>that of speed.
>:>
>:>The MSTe is good for about 350-400 bytes/second in circumstances where
>:>the TT woukd be running my modem to the limit.
>
>really, i'm getting 2000 to 3000CPS

I have no idea what modem David has, but no modern modem should give
350-400 cps as the max rate. Occasionally some slow server may cause
cps to fall to such levels, but it should not be considered normal.

One possible cause is that the MSTe system is in need of 'tweaking',
to achieve better TCP fluency.

Here is some advice on how to do that:

Many problems with effective speed and TCP 'fluency' depend on some
unsuitable STinG timeslice setting. That is the 'Delay' entry in the
"STinG Internals" CPX. For fast machines (TT or accelerated Falcon)
this should really be 10ms, but even for slower machines that do not
work well with 10ms I do not advice using larger values than 25ms.
All machines, both fast and slow, should do fairly well with a setting
of 20 ms.

Another factor in 'fluency' of transfers is the buffer size used by
the HSModem modules. These should always be enlarged so as to be
able to hold a full packet of the max MTU size, and it is mostly a
good idea to have even larger reception buffers. I myself always
use transmit buffers of 4 KB and receive buffers of 16 KB. This has
worked fine for me. (HSModem default buffer size is only 256 bytes!)

NB: This can't be done properly with SERIAL.CPX. You must do it with
a SETTER program, as supplied in the HSModem distribution archive.

Finally, you may gain further improvement by choosing a suitable
TCP reception window size (RCV_WND in DEFAULT.CFG). This _must_
be larger than two MSS sizes, and I myself use "RCV_WND = 12288"
(12 KB that is). The other configurable values do not normally
need any user 'tweaking'.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1828. Re: atari dialing prgs

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3726a6d7$0$498@news.zetnet.co.uk>
Source record: 79813

On 25 Apr 1999 18:11:17 , Steve Sweet wrote:
|On 19 Apr 1999 00:17:51 , Scott Jones wrote:
|:>I am looking for some terminal (dialing) prgs for my Atari ST MEGA4 .. can
|:>anyone help me?

Stalker is pretty good. I have a feeling it is still available new.

John Logan

1829. ROM help

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Site <georges_b@geocities.com>
Message-ID: <7g69m2$6n4$1@news.imaginet.fr>
Source record: 79814

Please, do you know how to use atari ROMs found on the net (zip with .rom &
.bin inside)?
With emulator or real computer

1830. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g6a8e$40t$1@news8.svr.pol.co.uk>
Source record: 79815

On 26 Apr 1999 18:44:34 , Rob Henning wrote:

>I have a problem on the Download module when I want to download
>a file when I am on line,the one that downloads in the background
>while you do something else,I right click and run down to the download
>bar and nothing happens.

Which overlay are you using? I can only get b/ground downloading (and autosurfing) using the IConnect overlay with the ASH stack, or Olivier Booklage's overlay with STinG. I've never been able to get Dan's overlay to work either of these two magics.

Did you get your STFax printing problem sorted BTW, I posted a message in here a week or so back.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1831. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g6a8f$40t$2@news8.svr.pol.co.uk>
Source record: 79816

On 26 Apr 1999 18:50:57 , Slc.Dennis Bishop wrote:
>Whenever_I_try_to_use_FTP_via_CAB_2.7_Demo
>
>I_get_a_message_something_like_"No_RSC"
>
>And_I've_looked_at_everything_and_can't_find_a_RSC_file_for_the
>
>CAB_FTP.APP_inside_CAB_2.7

My archive of CABFTP includes an RSC file, sounds like you need to
reinstall.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1832. Re: Missing Posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g6a8g$40t$3@news8.svr.pol.co.uk>
Source record: 79817

On 26 Apr 1999 22:22:05 , Trevor Spencer wrote:
>
>Although Newsie tried several times posts 18253 4 5 6 and 7 came down as
><No Subject> did anyone else have this problem?

Best place to ask would be in the Atari zetnet support group - message
numbering is ISP specific AFAIK.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1833. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g6a8i$40t$4@news8.svr.pol.co.uk>
Source record: 79818

On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:
>
>kevin dermott wrote in message <3722421f$0$490@news.zetnet.co.uk>...
>>can anyone tell me where change rez stores it's settings as I would like
>where have all the brains gone???

I don't believe that what you propose is possible (which is why no-one's
replied).

All the res's that you see listed under "Change res" are stored in the
chgres.prg binary.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1834. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g6a8j$40t$5@news8.svr.pol.co.uk>
Source record: 79819

On 27 Apr 1999 02:35:01 , Dale Wright wrote:
>Steve <Steve@mguk.enterprise-plc.com> wrote:
>
>> Whats the best disc doctor program for the Falcon? (PD/Shareware)
>> I'm after somtihing similar to Norton Disc Doctor on my iMac.
>
>Should you need one Steve, it's a Falcon you know >;-))

Nontheless! ;-))

Anyway, the current fave is HPOptimiser, MagiC LFN-compatible, full English version from my website, address below.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1835. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3726ae76$0$496@news.zetnet.co.uk>
Source record: 79820

On 27 Apr 1999 12:38:28 , Martin-Eric Racine wrote:
|Hello everyone,
|
|unless I am mistaken, my TT's hard-disk is dying. After a couple
|of hours of usage, any time I access it, it spins up and down, or
|even comes down to a full silent stop, then reboots seconds later.
|
|Has anyone ever encountered this? . . . .

Never on a TT. Soon after I got the Hades the hard drive would stop after a period of inactivity and restart when it was accessed. I assumed that this was some sort of energy-saving scheme but it has not happened for some time and perhaps I should be more concerned.

John Logan

1836. Re: Missing Posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3726ae78$0$496@news.zetnet.co.uk>
Source record: 79821

On 27 Apr 1999 17:59:29 , Roger Cain wrote:
|On 26 Apr 1999 22:22:05 , Trevor Spencer wrote:
|>
|>Although Newsie tried several times posts 18253 4 5 6 and 7 came down as
|><No Subject> did anyone else have this problem?
|
|Funny you should say that, Trevor. I had a similar sequence of 5 (or
|6?) the other day but I did not note the message numbers.

Yes. Also 158140, 158318, 158331, 158336, 158375 and 158472. Theu
have no subject, author or date. I presume there is a central
machine somewhere that assigns these numbers.

John Logan

1837. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3726ae7a$0$496@news.zetnet.co.uk>
Source record: 79822

On 28 Apr 1999 01:30:44 , <prunus@post3.tele.dk> wrote:

| . . . .
|For the price of a Milan, without a screen, I can get a Compac 350 Mhz
|with 64 Mb ram, a 6 Gb HD, a DVD 2 drive, 4 Mb ATI 3D grafic, 56k modem
|and a 15 inch screen. If I spend 2000.00 Danish kr. more, I can get a 400 Mhz
|Fujitsu with a 19 inch screen, but without the DVD drive.
| . . . .

It seems that what we want is a kit for modifying these cheap
peecees to an Atari compatable. Take out their board, put in ours
and transfer the bits and bobs (memory etc) that are required.

John Logan

1838. Re: 1040ST O.S. disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3726ae7b$0$496@news.zetnet.co.uk>
Source record: 79823

On 27 Apr 1999 04:19:18 , none@nowhere.non wrote:

|hi, I just got an Atari but it did not come
|with its boot disk Operating System.
| . . . .

You will probably be inundated with posts pointing out that the
Atari has its operating system in ROM and doesn't need a boot disk
(although putting any compatible disk in the drive will speed things
up).

John Logan

1839. Re: 1040ST O.S. disk

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3726B2B9.1E239085@directprovider.REMOVETHECAPITALS.net>
Source record: 79824

none@nowhere.non a ï¿½crit :
>
> hi, I just got an Atari but it did not come
> with its boot disk Operating System.
> Anyone know how i could acquire such
> software?

Most STs came with TOS in ROM and therefore never needed a boot disk.
Only the very first ones needed one, most of which have either been
upgraded or retired. Try either leaving the machine on for a few minutes
without a disk in the drive, or booting with a plain DOS formatted 720K
floppy in the drive. Both of these should bring up the desktop.

If they don't, then yes, your ST probably needs a TOS disk. However
there doesn't seem to be a source for this anywhere on the net. I
suggest you upgrade the machine with ROMs from an old broken ST, or get
a TOS 2.06 upgrade.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1840. LZH

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: nick@boroughloch.demon.co.uk
Message-ID: <925284476.17815.0.nnrp-09.d4e43732@news.demon.co.uk>
Source record: 79825

Can anyone tell me where to get a de-archiving program for LZH files?
I got CAB 2.7 sent to me after my (bought and paid for) disc version
failed to work. I used to get utilites from Floppyshop but they've
closed down. Thanks in advance for any help. Please reply direct to;
nick@boroughloch.demon.co.uk
Thanks

Nick

1841. Re: STIK-II (was "Stik help")

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7g6dsv$6t9$1@slave1.aa.net>
Source record: 79826

>>On 26 Apr 1999 12:58:30 , Joakim H�gberg wrote:
>>
>>Some time ago I heard rumours about a STiK-II being released. It was supposed
>>to feature both PPP and CHAP. (Chap is still unsupported in STinG AFAIK)
>>
>>Is this STiK still being developed?
>
>On 27 Apr 1999 02:36:19 , Michael White wrote:
>
>Yes, it is.
>
>Michael White (michael@fastlane.net)

Hi,

Could you please elaborate a bit on that? Any projected time of release (or is that just a plain silly question in a computer NG)? What more does it do? How compatible is it with "old" Stik? Would I just be able to exchange a few files and be up and surfing? I currently use "old" Stik, and have so far avoided the temptation to try Sting. I have seen posts of people having all sorts of trouble getting it going well. I have "old" Stik running fine for me now, but imagine it might be advantagous to be able to use PPP should my server decide to no longer cater to the needs of the couple of people still using SLIP. Obviously Atari users...ha-ha! ;-)

Thanks,

Clayton Murray
claytone@aa.net
Seattle, WA USA

1842. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3726BAEA.7585@ooc.de>
Source record: 79827

prunus@post3.tele.dk wrote:

> Hi Uwe, - if I use HDDRIVER to make it DOS compatible, will I lose all
> data on the drive,- right?

Right, since this requires repartitioning.

> That is, if I don`t make a back up before I do it.

Also right :-).

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1843. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3726BDF5.1E66@ooc.de>
Source record: 79828

Robert Schaffner wrote:

> Atari and Mac format are too differnet.
> You can use the same drive after format with hddriver.

Note that you NEVER have to format a drive in order to change
DOS/TOS/Mac compatibility or whatever. Partitioning is ALWAYS
sufficient. Formatting is only necessary if a drive has bad sectors.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1844. Automated mail/news dowload...

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3726C630.1C1A8D3E@directprovider.REMOVETHECAPITALS.net>
Source record: 79829

Well, I'm finally getting Okami to run the way I want it to. At least it would if I had paid my ISP on time ;-/

Anyway, all that seems to be left to be automated is the STinG Hangup function. Could someone who is familiar with the STiK API write a tiny little program that would disconnect STinG ? This way, you could add it to the end of a login.bat or a spawner.dat file.

Surely this must be possible and wouldn't be more than a 30 minute job.

Also, can you run the oexport, oimport and oexpire.ttp programs from the spawner ? I haven't looked at the man files provided with Okami but this should be possible. I think the correct order of execution would then be:

t_batclk.app (just to set the time or correct any drift from the RTC)
oexpire.ttp
oexport.ttp (ideally, these should be done offline, but well...)
popwatch.prg
newswatch.prg (both with appropriate switches)
hangup.prg (yet to be written...)
oimport.ttp
okami.prg

Can anyone confirm this ?

Will the Okami 2.0 ever be publically released ?

Also, I haven't yet tried STinG 1.20, but what exactly are the advantages of it ? and why isn't Peter Rottengatter promoting it himself ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1845. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3726C8DE.349A67F7@directprovider.REMOVETHECAPITALS.net>
Source record: 79830

Nick Keir a ï¿½crit :
>
> Can anyone tell me where to get a de-archiving program for LZH files?
> I got CAB 2.7 sent to me after my (bought and paid for) disc version
> failed to work. I used to get utilites from Floppyshop but they've
> closed down. Thanks in advance for any help.

It sounds as if you are new to the net. You'll find tons of software on
FTP sites, including all the dearchivers you'll need. You need the
lharceng.ttp program to decompress lzh files. Get a nice shell to go
with it, like twoinone.

For starters, try

http://ftp.lip6.fr/pub/atari
http://www.umich.edu/~archive/atari/
ftp://193.190.205.13
ftp://ftp.funet.fi/pub/atari

There is a list of all the Atari FTP sites at

http://launchpad.atari.org

May I suggest you have a look at the Quick FAQ at

http://quickfaq.atari.org

> Please reply direct to nick@boroughloch.demon.co.uk
> Thanks

Nope, this has been said again and again, but if you take the time to
ask questions publically, and people take their precious time to write a
nice individual answer, the least you can do is go back to check the
replies. This for several reasons:
-Someone might have posted a similar question, so the answers might
already be there
-Someone might want to ask a similar question, so will probably
appreciate answers
-Usenet is not a write-only media

I suggest you document yourself on netiquette...

>
> Nick

Nice name!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1846. Re: Atarians getting married....

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <372ecaa1.1506630@news.demon.co.uk>
Source record: 79831
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The other Day Doctor Clu <clu-da-bard@geocities.com> wrote:

>I'm getting married soon. So where can I go to register Atari
>equipment on my wish list? (grin)
>
> Doctor Clu

Argh!!!

Are you mad!!!

You are not seriously going to let a woman get in the way of your Atari
time?
--
Paul..

Account at Demon shut from 3rd May

Use mclane@dellos.freeserve.co.uk from then on.

ICQ No: 105793

1847. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: nick@boroughloch.demon.co.uk
Message-ID: <925291650.14.0.nnrp-12.d4e43732@news.demon.co.uk>
Source record: 79832

On 28 Apr 1999 10:37:50, Nicholas Bales wrote:
<SNIP>
>
>It sounds as if you are new to the net.

Tis true, tis true. I really only use my Falcon for Cubase Audio and
Sharpscore.

<SNIP>
>
>> Please reply direct to nick@boroughloch.demon.co.uk
>> Thanks
>
>Nope, this has been said again and again,
<SNIP>
Sorry...
>I suggest you document yourself on netiquette...
How do I do this?
>>
>> Nick
>
>Nice name!
Good in't it? :-)

Nick

1848. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqy2l2.187cb9cjav3t0N@srry01m04-57.bctel.ca>
Source record: 79833

Ronald Andersson <dlanor@oden.se> wrote:

> This seems quite silly, and in such a way that I think I know what mistake
> they have made in coding the event loop of aFTP 1.51b. Before I add that
> info to the preliminary report I have already sent them, I want some more
> confirmation from others that my view of the behaviour is correct and that
> it is repeatable on all other STinG systems too (all that try it, I mean).

Every version of aFTP I've tried has *always* been very slow when uploading. This based on using three different local FTP sites with two different ISPs (all under STinG of course).

aFTP is most prone to crash when uploading, too -- something that's plagued me from the start, notably when doing them via a multiple drag-and-drop. It's bad enough the uploads are slow (by 4 or 5 times), let alone aFTP being unstable at the same time (perhaps this is related?). But downloads have never been a problem as far as speed and reliability go.

Although just as slow as the other betas, aFTP 1.3b1 is what I use on the TT -- running MagiC 5.11 -- because it's more robust, less prone to crash when uploading (haven't tried the latest beta, or the latest STinG for that matter).

BTW, I brought this subject up with Peter in e-mail without getting a response. I even offered him my FTP account information so he could try it himself. For me, uploading is the only consistent bottleneck -- otherwise STinG is just as fast or faster than the Mac's Open Transport.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1849. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3726D855.D9D1761E@directprovider.REMOVETHECAPITALS.net>
Source record: 79834

```
Nick Keir a ï¿½crit :
>
> On 28 Apr 1999 10:37:50, Nicholas Bales wrote:
> >Nope, this has been said again and again,
> <SNIP>
> Sorry...
> >I suggest you document yourself on netiquette...
> How do I do this?

Again, There are a few general links in the Quick FAQ... ;-)

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1850. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Peter Smith <psmith@zip.com.au>
Message-ID: <01be915f$dd68b4e0$eb12083d@default>
Source record: 79835

Yeah! this happened to my Megafile30, so i switched to a SCSI 130Meg.

But I need another HDD for my other computer now! (Atari ST of course)

Can anybody give me a contact to buy a HDD in Sydney Australia?

PLEASE?

thanks - please email reply too

Peter
psmith@zip.com.au

> >
> >unless I am mistaken, my TT's hard-disk is dying. After a couple
> >of hours of usage, any time I access it, it spins up and down, or
> >even comes down to a full silent stop, then reboots seconds later.
> >
> >.Martin:

>
> Hate to say this BUT
>
> the same thing happened to my TT HD.

> Get a SCSI drive somewhere while your HD still works.
> Do a backup on disc, then switch it out.
>
> Hope this helps
>
> Tim
>
> **
> Tim Conrardy
>
> http://atlantis-bbs.com/dconrard/index.htm
>
> Tim's Atari Midi World
>
> **
>

1851. Re: keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dqyb6m.299qss12sa77wN@srry01m09-201.bctel.ca>
Source record: 79836

starlord@ <*> wrote:

> You've_missed_the_postings_about_my_TT's_keyboard_with_the_dead

Why don't you just assign the space character to a macro or paste it
from the clipboard? Or search and replace the underscores with spaces
when you're ready to post?

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1852. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3726ee4c15ddea3@club-internet.fr>
Source record: 79837

Hello,

in article <7g5iebpjb4@news.inet.tele.dk>
prunus@post3.tele.dk wrote on Wed 28-04-1999 01:30 (GMT):

> Yes, the Phenix looks promissing but also more expensive, not the power
> without the price anymore.
>
> I know it will never be like in 1986 where a Atari cost only half the price
> of a PC and a 1/3 of a Mac, but is it the other way around now.

IMHO this is because the price of PCs and MACs dropped down, not the
reverse way. I remember the price of my first 1040 STf, it was not that
cheap "stricto sensu"...

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
UFP Starfleet Command: End Transmission

1853. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <3726ea40$0$495@news.zetnet.co.uk>
Source record: 79838

On 25 Apr 1999 04:10:37 , Paul Nurminen wrote:

>>You should find a line in your MAGX.INF file like this :-
>>
>>#_DEV 5 26
>>
>>if the last number is unusually large then you've probably used Blowup
>>before & the line needs to be changed to a valid modecode.
>
>It was "27" but I have used the "soft" version of BlowUp in the past, so
>perhaps that was why (as you said).

No, that should be OK. Blowup sets flags to specify modified resolutions
so sometimes you end up with mode codes >32768 or >16384. Videlity doesn't
seem to like those.

>>Assuming that's ok the best way to proceed is to delete VIDELITY.INF from
>>your auto folder so you get no modified modes. Reboot the machine & run

>Did this, then re-did my 16/256/TC modes, and after that everything worked as
>it should, thank you!

Good news :)

>>ahem - that really does depend on the monitor. Basically, if you can
>>display 640x480x256 you'll get 640x480x65536 though most people should be
>>able to display a fair bit more. 720x528 displayed OK on an old AOC fixed
>>frequency monitor so most should be able to display that.
>
>So far the highest True-Color resolution I can get (without too much fiddling
>and testing) is 672x512 - but it seems a bit flickery. So I've set it to
>656x496 which looks pretty good.

There are some monitors which don't seem to like refresh rates lower than
50Hz so the only way to get bigger screens is to go for Interlace mode.
This can be a bit fiddly as the interlace won't work on the Falcon if the
screen is too far to the right (The interlace just dies & you get skipped
lines instead).

Try this mode :-

X-Res 720
Y-Res 544
Hsync 157
Vsync 9
Left Blank 0
Right Blank 132

Upper Blank 8
Lower Blank 9
Interlace ON
Double Line OFF
Pixel size 1/4
Dot Clock 25MHz

This works rather nicely on my monitor but it's a funny multifrequency
thing.

>Thank you very much for your assistance!

Glad to help

bfn

|)ave

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/

1854. Re: Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7g722c$j8h$1@feresa.bio.vu.nl>
Source record: 79839
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Chris Martin (cmartin@ti.com) wrote:

: I found this page during one of my web browsing sessions. It seems
: these guys have developed a parallel port cable and drivers to run
: IP over 1284 (parallel port), and the adapter works with PCs, Amigas
: and Ataris.

Yeah, but that's not the same as Ethernet, though.
It's more like a faster version of PLIP.
If you want to see a real Ethernet adapter which also
uses the parallel port, try this URL:

http://atari.scum.org/

OK, it's not as fast as the Smartnet cable, and it's not really working
yet, but at least it's true Ethernet :-)

-=LvZ

1855. How to Convert ASCII-Text from Atari to Macintosh

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: texteam@gawl.de
Message-ID: <1dqzaxu.1foa4as5ipz4sN@dialppp-7-88.rz.ruhr-uni-bochum.de>
Source record: 79840

Hello Atari-Users,

can you help me? I would like to convert ASCII-text-files, wich are
created with Signum. The converted Files should be compatible with
Macintosh fext-format.

Do you have any solusion?

Greetings

Joerg

--
Joerg Levermann |TexTeam Redaktionsbuero: http://www.gawl.de/TexTeam/
Biologe |Natur & Haus: http://www.gawl.de/N+H/
& |
Journalist |mailto:TexTeam@gawl.de

1856. Re: Parallel Port Ethernet - Smartnet98???

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7g74m1$am9$1@plutonium.compulink.co.uk>
Source record: 79841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer

Hi Chris,

> IP over 1284 (parallel port), and the adapter works with PCs, Amigas
> and Ataris. The cable is called Smartnet98. Has anyone out there
> actually tried this thing? If you have one of these cables working,
> I would like to know how well it works...

So would Atari Computing. We covered this as a news item a while back but despite several emails and sending them a copy of Atari Computing in the post we haven't even had a reply, which is very dissappointing because it looks like an excellent product.

If anyone does get a reply out of them or they're lurking anywhere hereabouts we'd be delighted to hear from you!

--
Regards

Joe
joe@inactive.cix.co.uk

1857. was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: Forrest Rosaire <frosaire@olypen.com>
Message-ID: <URFV2.15183$95.451392@news2.giganews.com>
Source record: 79842

Hi Steve-Or I could be on planet Mars-take the time and follow the link!
fcr

_
Nighttrain Entertainment
http://expage.com/page/nighttrain

Steve Stupple wrote in message ...
>In article <%EoV2.1097$_s5.167698@news1.giganews.com>, Forrest Rosaire
><frosaire@olypen.com> writes
>>CASH for your 2/4 megger
>
>This may come as a bit of a shock, so I recommend you sit down before
>proceeding!.....
>
>Where in this wide, wide world are you! You could be in Timbuktu or my
>neighbour for all I know!!!
>
>--
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
>
> The Atari ST Software exchange: asx.atari.org
>Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD:
lastpd.atari.org
>Email: Last@steverosie.demon.co.uk
>
>Nick: Mocknbird Tel: 0870 7402518
>ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

1858. Re: LZH

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990428120400.18995.00000630@ng-fc1.aol.com>
Source record: 79843

A package that I llike a lot and decompresses several different formats is DCExtract (DCX220c).
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

1859. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-28 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372725c445aa7a10@holleman.demon.nl>
Source record: 79844

on Tue 27-04-1999 20:30 Ekkehard Flessa wrote:

>Hallo Derryck!
>
>
>DC>IME NEWSie remains the quickest way to download newsgroups.
>
>As far as Usenet is concerned: perhaps.
>
>I'm watching this group and many others through MausNet (TM), which is a
>Network of around 100 BBSs located in Germany, Austria and Switzerland. I just
>got 322 messages in 28 newsgroups within 84 seconds online time. And the
>newsreader (CAT 3.05) took another minute to import all of these messages into
>it's database. _That_ is what I call fast :-)

Hi,

does the system transport and send the individual msgs in plain ASCII as
well or does it convert them to ARC/ZIP/LZH files first to transport them,
then they are unpacked again and sorted out/imported by your reader?
In other words, just like the old mailer systems worked? Yup, that's a lot
faster. Saves you 60-70 percent on the transmission time...

That way Semper, combined with Hydra protocol, even running bloody ol'
IOSmail left Newsie way behind.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1860. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g8vqv$5op$2@news7.svr.pol.co.uk>
Source record: 79695

On 28 Apr 1999 02:57:55 , Ronald Andersson wrote:
>on Tue 27-04-1999 16:36 Robert Schaffner wrote:
>
>>Robert Schaffner <doitarchive@atari-computer.de> wrote:

>>Ahrg, mean aFTP.. Sorry
>
>Yes, I noticed. But I think everyone understood what you meant.
>
>Anyway, it seems that you are quite happy with aFTP 1.51b, which I am not.
>It does work fairly well, though not quite as stable as 1.5b, but my real
>problem with it is that it is _horribly_ slow for uploads. Even at a bps
>rate of 153600 I still only get a cps of appx 1024 (almost precisely!),

Exactly the same here. It also complains that it cannot create the log file,
but I didn't try to pin down the reason for this - perhaps it's a LFN issue
(I've pointed it to a LFN partition).

>This seems quite silly, and in such a way that I think I know what mistake
>they have made in coding the event loop of aFTP 1.51b. Before I add that
>info to the preliminary report I have already sent them, I want some more
>confirmation from others that my view of the behaviour is correct and that
>it is repeatable on all other STinG systems too (all that try it, I mean).

Seems to be repeatable here. Upload seems to be in fits and starts reaching
1024 cps tops.

Worst thing is that I loaded the previous version to retest, it flatly
refused to upload at all!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1861. Re: Calling Dennis Vermeire!

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g8vr0$5op$3@news7.svr.pol.co.uk>
Source record: 79696

```
On 27 Apr 1999 21:30:56 , Rein Bakhuizen van den Brink wrote:
>On 27 Apr 1999 06:48:03 , Derryck Croker wrote:
>>Anyone heard from Dennis Vermeire recently? I've had no replies to emails
>Rumours have it that Dennis's modem broke down.
Thanks to you, Martin and Jos - I'll make contact via the hotmail account.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

1862. Re: Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g8vr2$5op$4@news7.svr.pol.co.uk>
Source record: 79697

On 27 Apr 1999 03:29:32 , Doctor Clu wrote:

> What is the way that you get Page Stream to remember the fonts you set
>up ... to make it stick?

The only thing I can think of is that you have to click on "default" IIRC,
but that's probably not what's wrong in your case.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1863. FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7g8vj4$crd3@news.ajou.ac.kr>
Source record: 79698

Greetings Atari Folks,

I have a Happy Discovery Cartridge for sale.
It connects to the ST/STe cartridge port and
allows you to backup your ST software.
It should work on the Mega also but not sure on that.
I have used it on a 4meg STe Tos 1.62 with good results.
I think there where a couple of designs of this cartridge.
This cartridge is the larger one and allows a external 3 1/2
drive to be connected to it. It comes with a standard
drive cable to connect to the ST/STe external drive port.
It will work with 1 or 2 drives or more.
There is also a empty place for adding another female
drive connection on the cartridge. A pass thru to allow
another cartridge to be connected can be added as well.
Documentation and original disk software is included.
Also have some updated software on disks that allows
more backup options with the cartridge.
Price is $100.00 or best offer over $100.00
I will not sell it for anything less than $100.00.
However, I maybe interested in some type of trade
for Falcon software/hardware. But as with most everything
money talks louder. Overseas inquires are welcome.
Buyer pays shipping charges. If you have any
questions about the cartridge feel free to ask.
You can e-mail me at phantomm@kih.net

1864. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7g90g0$9l1$1@black.interact.net.au>
Source record: 79699

On 28 Apr 1999 05:37:56 , Ronald Andersson wrote:
>on Tue 27-04-1999 20:46 Steve Sweet wrote:
>
>>On 22 Apr 1999 05:04:03 , David Leaver wrote:
(snip)
>>:>The MSTe is good for about 350-400 bytes/second in circumstances where
>>:>the TT woukd be running my modem to the limit.
>>
>>really, i'm getting 2000 to 3000CPS
>
>I have no idea what modem David has, but no modern modem should give
>350-400 cps as the max rate. Occasionally some slow server may cause
>cps to fall to such levels, but it should not be considered normal.
>
>One possible cause is that the MSTe system is in need of 'tweaking',
>to achieve better TCP fluency.

>Here is some advice on how to do that:
(snip)

Thanks to Ronald for his attempt to help. I tried his suggestions, again, but, as I expected, they didn't achieve anything.

My RCV_WND was set to 5000 amd increasing it made no difference.

Re HS Modem buffers - Peter Rottengatter spent a fair bit of time last year explaining to us why, provided the delay in the 'STinG Internals' CPX is set to a reasonable figure (i.e. small), large HS modem buffers are simply a waste of ram. I had them set to 512. I increased them to 1024 with absolutely no effect.

I tried changing the delay from 10 to 15 and 20 with no result.

My modem is a 28.8k. I use Serial 2 on both machines. With a good site the TT easily achieves 3,000 bytes/sec and much more if compression kicks in.

With an essentially identical setup the MSTe is struggling to achieve 400 bytes/second.

The receive data led on the modem tells the story. When the TT is running hot it is on continuously. The MSTe never achives this. The led pulses on and off rythmically.

This is just what happened with the February '98 TCP.STX for STinG 1.15 and just what was cured by reverting to the November '97 TCP.STX

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1865. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3728230c32e4170@oden.se>
Source record: 79700

on Wed 28-04-1999 14:46 Neil Roughley wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>> on Wed 28-04-1999 02:47 Neil Roughley wrote:
>
>> >I even offered him my FTP account information so he could try it himself.
>>
>> That was nice of you, but it wouldn't help if he didn't have time to do it.
>
>But my queries to Peter occured when he was deep into STinG.

Oh, I see.
Well, accidents do happen, and sometimes mail can get lost.
I just don't think he intentionally ignored you.

>> >For me, uploading is the only consistent bottleneck --
>> >otherwise STinG is just as fast or faster than the Mac's Open Transport.
>>
>> Good, and since the upload problems are _not_ STinG's doing, you can remove
>> the 'qualification' from that statement. (At least for STinG 1.20)
>
>OK, I'll install STinG 1.20 and report back.

Fine, but don't expect aFTP uploads to be any faster afterwards. They will
be safer with STinG 1.20, but the slow speed is a problem of aFTP itself.
Other FTP clients do not have that problem.

Hopefully ATACK will correct the problem ASAP.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1866. FS: US: ST/STE Game Software

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7g940q$crd4@news.ajou.ac.kr>
Source record: 79701

Greetings Atari Folks,

I have some Atari ST/STe games for sale.
Each game contains the original disks, manuals, and box.
All are in very good condition. Most are like new.
All games listed will work on the STe except for Steel Talons
which is for the Falcon only.
Here is the list,

Ishar 3 ST/STe version.
Lure of the Temptress.
AutoDuel.
Ogre.
Zork II.
Beyond Zork.
Spell Breaker.
A Mind Forever Voyaging.
RBI BaseBall.
Epic.
Rampart.
SuperCars II.
The Secret of Monkey Island.
Plan 9 From Outer Space.
PowerDrome.
Total Recall.
Damocles.
Hot Rubber.
StormBall.
Wanderer.
Disciples of Steel.
Midwinter.
Last Ninja 2 (Back with a Vengeance).
Steel Talons *For the Falcon only.
PowerUp *ST thru Falcon.

I was going to price each game but decided to allow folks to
make a offer instead. You can make a offer for all games listed
if you would like to take em all at once.
If you are only interested in a few, then make a offer on each
game that interests you.
If you see something that you would like to purchase, I suggest
you think about how much you are willing to pay for it and e-mail
your offer. Best offer gets the item. Buyer Pays Shipping Charges.
You can contact me at phantomm@kih.net

1867. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37282431.3C26@ooc.de>
Source record: 79702

Peter Smith wrote:

> Yeah! this happened to my Megafile30, so i switched to a SCSI 130Meg.
>
> But I need another HDD for my other computer now! (Atari ST of course)
>
> Can anybody give me a contact to buy a HDD in Sydney Australia?

I can't imagine that it's a problem to by a SCSI hard disk drive in
Sydney.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1868. Re: Atari benchmark test

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372829F8.4905BEE1@directprovider.REMOVETHECAPITALS.net>
Source record: 79703

```
Martin Tarenskeen a ï¿½crit :
>
> Where can I download a good benchmark program to test the performance
> speed of the Atari ST/Falcon/TT/Milan/etc. ?

GemBench, from just about any Atari FTP site, is probably not the best,
but the only one I know of.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1869. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <3727ab789e01d0@HORMEL.bc.sympatico.ca>
Source record: 79704

on 29-04-99 Ronald Andersson wrote:

>on Wed 28-04-1999 14:46 Neil Roughley wrote:

>>OK, I'll install STinG 1.20 and report back.
>
>Fine, but don't expect aFTP uploads to be any faster afterwards. They will
>be safer with STinG 1.20, but the slow speed is a problem of aFTP itself.
>Other FTP clients do not have that problem.

Yeah, I just installed STinG 1.20 and uploads aren't any faster. That 1024cps ceiling with aFTP 1.51b hit me, too. Hmmm... all this time it was aFTP's fault -- no wonder Peter never responded to my queries (I guess it wasn't his problem in the first place).

But what about you, Louis? Are uploads with aFTP just as fast as downloads with STinG/MagiC?

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

1870. Re: FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <9rvZlNAp2CK3EwQc@steverosie.demon.co.uk>
Source record: 79705

In article <7g8vj4$crd3@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
writes
>Greetings Atari Folks,
>
>I have a Happy Discovery Cartridge for sale.
>It connects to the ST/STe cartridge port and
>allows you to backup your ST software.
>It should work on the Mega also but not sure on that.
>I have used it on a 4meg STe Tos 1.62 with good results.

It will run under TOS 2.06, so I presume it'll run under 2.05.

>I think there where a couple of designs of this cartridge.
>This cartridge is the larger one and allows a external 3 1/2
>drive to be connected to it. It comes with a standard
>drive cable to connect to the ST/STe external drive port.
>It will work with 1 or 2 drives or more.
>There is also a empty place for adding another female
>drive connection on the cartridge.

With the female connection and a few small components, you can add
another 2 floppy drives to your Atari;)

> A pass thru to allow
>another cartridge to be connected can be added as well.
>Documentation and original disk software is included.
>Also have some updated software on disks that allows
>more backup options with the cartridge.
>Price is $100.00 or best offer over $100.00
>I will not sell it for anything less than $100.00.
>However, I maybe interested in some type of trade
>for Falcon software/hardware. But as with most everything
>money talks louder. Overseas inquires are welcome.
>Buyer pays shipping charges. If you have any
>questions about the cartridge feel free to ask.
>You can e-mail me at phantomm@kih.net

Which cartridge is it? They produced 2, one big and one small? That's
why I've been after an external drive with a pass-through port on it;)

I have the big one, and it cost me an arm and a leg here in the UK! I
consider $100 US (around ï¿½62 GBP) as cheap!

I'd be very interested in any up-to-date back up parameters that you
have;)

Anyway, I'm going to stick my nose in, as it sounds like the big one;)

The cartridge can also hold a clock, the schematic shows what you need and the instructions are good; you could lose that clock cart.:)

On top of that it has room for 2 EPROM's for a cartridge. This is mainly for the use of A MAC emu. and has instructions how to fit AND software to read and write the disks.

Their is NO reason why a couple of DIL or ZIF sockets can be fitted and your choice of cartridge chips fitted instead.

The backing up of disks is this it's selling point. It can back up ANY disk from Amiga, PC, Mac. and Atari.. maybe more. What's more it can put the data into a file! Just think about all those hard to come by protected programs, being able to put them in a file and stick them on CD!!!

I don't usually stick my oar in on items other people have for sale. I thought it would be an idea to know what it CAN do from someone who has one and not just the seller.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1871. Atari STE ZIP Upgrade Board!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Y6+AxRAsUDK3EwFo@steverosie.demon.co.uk>
Source record: 79706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,demon.adverts.uk.adverts.computer

Hi

I'm after any info on the STE ZIP upgrade board.

I've no idea on what it actually does! I do have a leaflet with
instructions how to fit etc. But it sounds a bit silly sticking in a
board that has 2 meg on it, into the 2 memory slots!!!!

What benefit or features does it do!! It seems to upgrade to 4 meg with
this board you remove all memory, slap in the upgrade PCB things and put
this other 2 meg on the ZIP board itself. It does seem to be a little
silly!!!!!

I've tried the number on the leaflet and I go the usual 'unknown number'
message. The (c) is Go Direct Limited 1993, the tech support number is
0480 (before the 1 day, 01480) 891171

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1872. Looking for U.S. suppliers

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7g9hvm$440$1@pegasus.csx.cam.ac.uk>
Source record: 79707

I am looking for the web addresses of U.S. suppliers/produces of
hard/software for inclusion on my web page so if you know one mail it to me
and I will add a selection of them to the page.

Cheers,
Stephen Moss.

1873. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3728493B.B74031CA@directprovider.REMOVETHECAPITALS.net>
Source record: 79708

```
Adam Foster a ï¿½crit :
>
> Hello...
>
> I'm currently at university, but have an old ST at home which my mum
> uses for word-processing using Papyrus. I have this ridiculous plan of
> networking at least some of the computers at home over the summer - five
> PCs (three running Linux), a Belgian Mac Classic II (don't ask), the ST
> and a dead Spectrum. Networking the PCs will be pretty easy, but I was
> wondering what could be done with the Atari.
>
> I've got a long null modem cable, and could probably set up a SLIP or
> PPP connection using STiK or whatever the latest is (I used to use STiK
> when I used the ST on the internet). Which telnet client would you
> recommend? And is there anything more complex available to run over
> TCP/IP, such as SMB capability or an NFS client? The ST's got a copy of
> MiNT on it (it hasn't been used for years though) so could I do
> something like this with MiNT-net? Or is there some (free) software
> available for TOS?
>

Most of this is adressed in the Quick FAQ. You could use either STinG (a
modern STiK replacement) or MiNTnet to do this.

IMO the main issue is what will your mum do with a network connection to
your Linux PC or your Speccy ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

1874. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7g9m14smh2@news.campuscwix.net>
Source record: 79709

On 28 Apr 1999 18:46:00 , Louis wrote:

->Hi,
->
->the old Opusterm was a full ANSI supporting terminal prg. No switchable
->fonts however, it got stuck to its own built-in font. Character-
->translation was unsurpassed, completely user-definable.
->
->My last term prg was StarCall, perfect on ANSI-boards (in color).
->
->Didn't like Flash, Stalker (mainly because of the needed buffer prg STeno,
->which in turn had to be set to a predefined buffersize. It was a fast one,
->though). Even bloody old Rufus worked with ANSI, provided a decent font
->for that (came with the prg) was installed. Rufus was highly unstable and
->caused the one and only HD-crash I've had over here. 850 megs, 4
->partitions, C and half of D wiped out beyond reconstruction, the rest of D
->partly corrupted. Rufus was sitting on C and after the crash went straight
->into the bin.
->
->Didn't RIP honour its own name? I recall having seen a very early RIP
->version for Atari years ago, but that was all I ever saw. If my memory
->serves me well, it didn't even work...

Hi Louis! ;-)

Never used Opusterm or Rufus...in fact, until you mentioned them-I
had never heard of them <smile>

I setup StarCall one time, looks like a very impressive comms
package. I did get it to support ANSI on my system, but in one
very small font. When I changed to a larger font, ANSI compatibe
it was not. Oh well...So for me, the best solution has been the
one and only "CoNnect". ;-)

I'm not sure whatever became of RIP. I know it became pretty
common on PC based BBS's, but wasn't it very slow? Seems like
redraws took forever.

See ya later! ;-))))

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
```

_____\/

1875. Re: WTB:mouse

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37285DE4.3EC8220C@directprovider.REMOVETHECAPITALS.net>
Source record: 79710

avatar@ncc-pc.com a ï¿½crit :
>
> seeking mouse for 1040ST.. also any general ST FAQ, and or dealers

http://quickfaq.atari.org

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

1876. Re: was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: magicmac@my-dejanews.com
Message-ID: <7g9s3shnl1@nnrp1.dejanews.com>
Source record: 79711

FWIW, I followed the link. Other than the email address, it looks more like an advertisement......nothing concerning the purchase of a MSTE.

However, beings I have no pride, I offer a MSTE-4/SC1224-340MB internal-HD/Keyboard and Atari mouse for $145.00. Keyboard might need one of the replacement rubber cup kits, depends on your fondness for Atari keyboards. No software other than the Atari Utilites will be included, however I have a wide selection of non-musical software, and if you ask nicely, I may dig through the many boxes to see if I have what you need for a nominal fee.

Add an ICD Link for $60.00 more
Add an ICD Link II for $65.00 more
Add a DEKA PC keyboard adapter for $50.00 more
Add a Monitor Master for $25.00 more
Add an SLM 804 Atari Laser Printer for $40.00

All shipping cost paid by purchaser.
My zip is 93555, so you can make a guess at shipping cost, which will be recovered C.O.D as I am not going to weigh the items before shipping, however payment for the hardware will be required to be sent in advance by money order or other certified means of payment in U.S. Dollars.

reply to
#$"mgrove@iwvisp.com*&^ remove the leading and trailing garbage before cutting the email out.

Thanks,

Mike

In article <tBKV2.1811$_s5.402955@news1.giganews.com>,
"Forrest Rosaire" <frosaire@olypen.com> wrote:
>
>
> Look-I don't know where this is going, or what exactly you're requesting.
> WHERE I'm located has no relevance to WHAT I'm seeking to buy. However, if
> you have what I'm looking for maybe we can do business; if you're answering
> my post just to hear yourself talk, ciou, and case closed.
> fcr
>
> _
> Nighttrain Entertainment
> http://expage.com/page/nighttrain
>
> Steve Stupple <Steve@steverosie.demon.co.uk> wrote in message

> news:CsTmkGAWL1J3Ewek@steverosie.demon.co.uk...
> > In article <URFV2.15183$95.451392@news2.giganews.com>, Forrest Rosaire
> > <frosaire@olypen.com> writes
> > >Hi Steve-Or I could be on planet Mars-take the time and follow the link!
> > >fcr
> > >
> >
> > There are lots of links, and there are users whom CANNOT or don't want
> > to chase URL links. Is this newsnet or webnet!
> >
> > --
> > Cheers! for now
> > Steve <><
> >
> > The Atari Software exchange: asx.atari.org
> > Email: steve@steverosie.demon.co.uk
> > Nick: Mocknbird Tel: 0870 7402517
> > ICQ: 18116827 IRC Channels: #atariscne #atari
> >
> > Location: Narberth, Pembrokeshire, Wales, United Kingdom
> > **********
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1877. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37287f6a3b79c70@oden.se>
Source record: 79712

on Thu 29-04-1999 06:56 Derryck Croker wrote:

>On 27 Apr 1999 07:53:17 , Ronald Andersson wrote:
>
>>Do you mean that the filename you selected is not placed in the
>>"Dial script :" filename field,
>
>Exactly. I have 3 scripts in my dialer directory, one is copied as the
>default dial.scr for my main ISP (Freeserve).
>
>(I've also removed all the proxy settings from the default.cfg file and
>placed them in the "environment" section of the respective dial scripts
>(some of the ISPs don't have an http: proxy hence I had to do this to
>prevent attempts to access the wrong server).

I see. The environment section of the SCR files is immediately above
the "DIAL_SCRIPT" separator that must separate preceding sections from
the login script section, even if that section is to be empty. I think
you may have damaged or removed the DIAL_SCRIPT separator line, in which
case the file is no longer a legal SCR file. That would make the dialer
refuse accepting the selection and keep the old entry in its filename
field.

I'm a bit confused that you say it works right after several attempts
though. It should not work at all, since a failed test should continue
to fail identically on repeated attempts. But such a situation is not
quite normal anyway, so perhaps this 'erroneous success' is actually
due to some untested loophole in the coding.

>I'm assuming that CAB is able
>to pick up the necessary proxy from the dialer as naturally enough clicking
>on "default addresses" from the "Proxys/Servers" menu clears any entries
>that were there, picked up from the default.cfg.)

It doesn't work that way. CAB doesn't know that STinG dialers exist
(and under STiK or I-connect they don't). I think CAB asks CAB.OVL
to get the addresses for it, and CAB.OVL uses the 'getvstr' function
to ask the STinG (or STiK) kernel what values the variables have.

The dialer on the other hand uses the 'setvstr' function to create or
redefine its variables. That is why it is perfectly legal to have
some identical variables in DEFAULT.CFG and SCR files.

All storage of and reference to settings is handled through calls to
the STinG kernel, so a specific name always refers to a single global
variable. The values in DEFAULT.CFG become defaults, valid before any

dialling is made, which can be very important for clients with offline
operating modes (eg: mailers, newsreaders, etc.), and even more so for
local servers. Then when the dialer activates a script, its settings
override any old settings from DEFAULT.CFG, as well as some from the
CPXs (some port and protocol settings).

>> or that the settings from that file do not take effect as you wish ?
>>
>>My further answers below assume the latter.
>
>I understand this answer, but I don't get that far - well, OK, as I said it
>takes several attempts before the dialer will load the new script.

But when it does load it, does dialup etc then work correctly ?

>>>This is a Falcon running MagiC 6 with Freedom, same problem with Freedom
>>>disabled.
>>
>>I also have a Falcon running MagiC 6 with Freedom 2, with no such problem.
>
>Understood. Perhaps this is just "one of those things", not Earth-shaking
>but I'd like to see it working here nonetheless, and at least you've set my
>mind to rest that it should work.

It shall indeed, and I am certain that it will for you too. We must only
find out precisely why it has not worked for you as yet. Hopefully my
hunch about the DIAL_SCRIPT separator is correct, in which case it should
work once you restore that separator in each of your SCR files.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1878. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37287f6a3b79c71@oden.se>
Source record: 79713

on Thu 29-04-1999 06:56 Derryck Croker wrote:

>On 28 Apr 1999 02:57:55 , Ronald Andersson wrote:
>>on Tue 27-04-1999 16:36 Robert Schaffner wrote:
>>
----- snip ----- re: Is 1024 CPS absolute limit for aFTP 1.51b uploads ?
>
>Exactly the same here.

Good. I will send ATACK instructions for how to modify their event loop
such that good efficiency shall be possible under STinG (and STiK). Then
I can only hope that they pay more heed to this info than they do to any
feedback mail (often never answered).

>It also complains that it cannot create the log file,
>but I didn't try to pin down the reason for this - perhaps it's a LFN issue
>(I've pointed it to a LFN partition).

That is possible, even probable.

Btw:
In networking LFN (pronounced 'Elephan' :-) stands for 'Long Fat Network',
which is a quite important concept. But I assume this has nothing to do
with your use of the word (Long File Name ?).

Is LFN actually a real partition type, or is it just a convenient way to
speak about the 'longname' capable ones collectively ?

----- snip ----- re: more on aFTP upload problem
>
>Seems to be repeatable here. Upload seems to be in fits and starts reaching
>1024 cps tops.

This matches my results exactly, so I am sending ATACK the info today.

>Worst thing is that I loaded the previous version to retest, it flatly
>refused to upload at all!
>
It could be some inconsistency in the CFG file usage. (or hotlist ?)
After all, version 1.5b introduced the new ascii file formats.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1879. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37287f6a3b79c72@oden.se>
Source record: 79714

on Thu 29-04-1999 07:07 David Leaver wrote:

>On 28 Apr 1999 05:37:56 , Ronald Andersson wrote:
>>
----- snip ----- re: 350-400 max BPS is abnormal for modern modems
>>
>>One possible cause is that the MSTe system is in need of 'tweaking',
>>to achieve better TCP fluency.
----- snip ----- re: fluency advice
>
>Thanks to Ronald for his attempt to help. I tried his suggestions,
>again, but, as I expected, they didn't achieve anything.

I still believe them to be important, even if they didn't make much
difference to you. That was partly because your values were already
changed from default settings (which I only learned today).

>My RCV_WND was set to 5000 amd increasing it made no difference.

5000 should be enough for good performance, assuming normal MTU/MSS
sizes. I use a higher value mainly because I get faster CAB transfers
with that setting. The effect differs between different clients.
(In CAB's case it is the CAB.OVL that is the real STinG client.)

>Re HS Modem buffers - Peter Rottengatter spent a fair bit of time last
>year explaining to us why, provided the delay in the 'STinG Internals'
>CPX is set to a reasonable figure (i.e. small), large HS modem buffers
>are simply a waste of ram.

To some extent I agree. STinG uses a very efficient way of buffering
data, based on its timeslice driven interrupt routines, and when this
is combined with RTS/CTS handshaking it makes very little sense to use
huge modem buffers. But it still makes sense to raise the size a bit
from the 256 byte default. (As you yourself had already done.)

The buffer sizes I told you to try, however, will also work very
well _without_ any handshaking at all (for the speeds relevant here).

I also think you must have misunderstood him a bit. You speak of the
'HSmodem buffers', obviously meaning both reception and transmission
buffers, as if they could use the same buffering strategy with equal
efficiency. This is wrong.

There is no risk whatever of a 'transmitter overflow', so transmit
buffers can be much smaller than reception buffers. Those on the
other hand depend entirely on the RTS/CTS handshaking to prevent
'reception overlow' errors. The size of the reception buffer is

the only controllable factor that can increase the safety margin.

This margin may not be so critical at the BPS of your modem, but it
shrinks at higher speeds, and then larger reception buffers can
become more important.

>I had them set to 512. I increased them to
>1024 with absolutely no effect.

512 should be enough at your BPS with RTS/CTS handshaking, but even 1024
is probably too small if there is any problem with the handshaking.

>I tried changing the delay from 10 to 15 and 20 with no result.

As I said, where possible the shortest delay is preferable.

An MSTe should not have any problems with this, since it is a 16 MHz
machine with RAM cache. It is just that I didn't know what delay
you were using when I wrote my advice. For all I kneu you could have
kept the original default setting of 50ms, which would slow things
down. Btw: Have you checked that the RAM cache is active ?

>My modem is a 28.8k. I use Serial 2 on both machines.

What bitrate do you use between computer and modem on the MSTe ?
And is that the same as on the TT ?

>With a good site the TT easily achieves 3,000 bytes/sec and much
>more if compression kicks in.

Ok, that sounds perfectly normal.

>With an essentially identical setup the MSTe is struggling to achieve
>400 bytes/second.

And that is not normal, so we must find a reason for it.

>The receive data led on the modem tells the story. When the TT is
>running hot it is on continuously. The MSTe never achives this. The
>led pulses on and off rythmically.

Ok, this is important stuff, so it is equally important that we try
to interpret exactly what this means. Bear with me for a while...

The reception led tells us what is coming in from the ISP, and from
results with the TT we know that it is capable of fully streaming
transfers. Yet something is preventing that, so what is it ?

I see three possibilities:

It can be an effect of TCP handshaking, in which case MSS and RCV_WND
settings should have some effect on it. What is your MSS size ?
And what is your MTU size ?

It can also be an effect of RTS/CTS handshaking forcing the ISP to
hold back from sending data even when TCP handshaking allows it.

But an MSTe should not have this kind of problem when configured
the way you say.

Finally, it can be an effect of RTS/CTS handshaking being in some
way misconfigured or physically ineffective. This would cause
lost packets whenever the buffer fills up completely, and then
those packets would have to be retransmitted. The lost packet
will not be acknowledged as received, and the ISP side will
stall when the RCV_WND size from that point in the data is
received, and after an internal timeout the lost data will
be retransmitted. This could cause the pulsing you see.

The TT would not suffer from any such problem, because it is so
much faster that it can easily handle this traffic even without
RTS/CTS handshaking.

A good way to test this is with a lower speed between the MSTe
and modem. With correct RTS/CTS handshake the low speed should not
increase packet losses, but without handshake such increase will
inevitably occur. Inspect them in the dialer's "Statistics" tool,
while downloading large files with CAB. Do this test with normal
speed between MSTe and modem too, so you can compare results.
The connection speed should of course be 28800 for both tests.

I will naturally look for possible problems in the TCP module, but
I find it hard to understand why they should only affect MSTe, when
many people can use both normal and speeded STs without problems.

Another interesting thing to know is if this problem affects all of
the ports identically. Have you tried networking the two machines over
MIDI ? (That does require fairly large buffers, since no handshake.)
This uses 31250 BPS, which is quite close to your modem speed.

Also, have you tried local networking with a null-modem cable between
the ports that the two machines normally use for the modem ?
I am mainly interested in the CPS you then get for various BPS.

>This is just what happened with the February '98 TCP.STX for STinG
>1.15 and just what was cured by reverting to the November '97 TCP.STX

Sorry, that tells me absolutely nothing about their differing content.
I don't have sources of all TCP versions. And since I can't get your
results here, It's hard to experiment with changes directly, since I'm
not sure of noticing improvements that could be significant for you.

Still, I'll try a few things anyway... If I find anything promising,
and the beta-testers also think it works well, I'll add an update
archive to my pages and post a note about it here.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1880. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37287eaedc1620@holleman.demon.nl>
Source record: 79715

on Thu 29-04-1999 01:44 Neil Roughley wrote:

> on 29-04-99 Ronald Andersson wrote:
>
>>on Wed 28-04-1999 14:46 Neil Roughley wrote:
>
>>>OK, I'll install STinG 1.20 and report back.
>>
>>Fine, but don't expect aFTP uploads to be any faster afterwards. They will
>>be safer with STinG 1.20, but the slow speed is a problem of aFTP itself.
>>Other FTP clients do not have that problem.
>
>Yeah, I just installed STinG 1.20 and uploads aren't any faster. That
>1024cps ceiling with aFTP 1.51b hit me, too. Hmmm... all this time it was
>aFTP's fault -- no wonder Peter never responded to my queries (I guess it
>wasn't his problem in the first place).
>
>But what about you, Louis? Are uploads with aFTP just as fast as
>downloads with STinG/MagiC?

Neil, just tested it on my new stuff: downloads soaring 3500-4000, but the upload started high initially and dropped down to a little over 300 after a few secs. I recall having used older versions of aFTP (1.2 or 1.3) the last time I transfered files to my homepages. With the 14K4 modem it was quite normal speeds.

Got another problem here: I received my LAN-RS232 cable, connected it, set the CPX to Ser2/LAN at 115200, changed the dialer config to Ser2/LAN and it won't work at all. I tried several bps settings from the highest down to 38400, but no go. So I'm back on Modem-2 38400. I figure I'll have to solder the Serial-2 connector myself to the pins on the board.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1881. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37287F96.9C92C959@ping.be>
Source record: 79716

Uwe Seimet a *crit :

> I can't imagine that it's a problem to by a SCSI hard disk drive in
Sydney.

Hi Uwe !
I take the opportunity to ask you if it is possible or even counselled to
use wide scsi harddrives on atari machines ... I have heard it was possible
to use such devices by using an adaptor between our good old 50 pins scsi
interface and the new wide scsi interface type ...
What do you think about ?
I also ask this because today it becomes difficult to find SCSI 1 harddisks
...

Thanks for any answer.

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1882. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7g9vm0$lh7$1@feresa.bio.vu.nl>
Source record: 79717

Doctor Clu (clu-da-bard@geocities.com) wrote:

: I was wondering what Atari terms programs support ANSI (besides Freeze
: Dried Term) and if any supported RIP term?

Now _there_'s something I haven't heard in a while...
Yeaaars ago (we're really talking medieval times here) I decided to write a RIPterm for my ST, in GfA Basic. I didn't have the time or the programming experience to do it properly though, and it was pretty hard to get some decent docs on anything Atari-related on FidoNet and the few local BBSs which suported Atari. So I gave up after a while, especially as someone else had already released a RIPterm for the ST. I once tried running that one, but it was crap. Monochrome only, didn't support half the RIP commands and generally didn't work -- I couldn't even get the thing to call my local BBS...

-=El Vienno

1883. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3728b878284b080@ping.be>
Source record: 79718

on Wed 28-04-1999 13:10 Neil Roughley wrote:

> on 28-04-99 Martin "Nightowl" Byttebier wrote:
>
>>on Wed 28-04-1999 02:47 Neil Roughley wrote:
>>
>>>Ronald Andersson <dlanor@oden.se> wrote:
>>>

>I remember you mentioned this before, Martin. Because of this, I just
>assumed my slow uploads were due to aFTP being more MiNT-friendly than
>under MagiC. But now that Louis says uploads are just as fast on his
>MagiC system, I know there's something "not quite right" at my end.

I don't think the problem is on your side. The problems you and others has
with the STiNG version aroused my curiosity so I installed Sting 1.20.
I can confirm that aFTP STiNG version only upload at 1024 cps.
With MiNTnet and aFTP MiNTnet I could upload the same file to the same
server at 3500 cps.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

1884. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <3728bf28631750@gelrevision.nl>
Source record: 79719

on Thu 29-04-1999 16:45 Louis wrote:

>Got another problem here: I received my LAN-RS232 cable, connected it, set
>the CPX to Ser2/LAN at 115200, changed the dialer config to Ser2/LAN and
>it won't work at all. I tried several bps settings from the highest down
>to 38400, but no go. So I'm back on Modem-2 38400. I figure I'll have to
>solder the Serial-2 connector myself to the pins on the board.
>
[Snap]
Have you changed the route.tab file to:
0.0.0.0 0.0.0.0 Ser.2/LAN 0.0.0.0

Stupid question I guess ;-)
Bram

1885. Re: Floppyshop's Final Farewell

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3728b20c$0$489@news.zetnet.co.uk>
Source record: 79720

best wishes
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1886. ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3728bfbc3a671c0@xs4all.nl>
Source record: 79721

I'm glad to say that Wolfram Roesler and I have come to an agreement
about the further development of Okami.

I will continue developing the program and am allowed to distribute it
on my own terms.

This means that version 2.0 can now be officially released. You can
download it from

http://www.xs4all.nl/~josdb/okami.html

There will also be a beta test version 2.1 up soon.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Nothing can be moister than the tears of an oyster."

1887. Annoying Tune.....

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <3728b31c$0$496@news.zetnet.co.uk>
Source record: 79722

Working slightly off topic now but is it me or is that Intel theame tune annoying?

Every time I here it I just want to punch the TV!

Muscles
--
It's not about being strong in body but being strong in spirit.

1888. Re: How to Convert ASCII-Text from Atari to Macintosh

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <8wLKzBAFoJK3EwgN@my-ste.demon.co.uk>
Source record: 79723

In article <925337064.4408.0.nnrp-04.9e985e5c@news.demon.co.uk>, John Whalley <news@whalley.demon.co.uk> writes
>Joerg Levermann wrote in message
><1dqzaxu.1foa4as5ipz4sN@dialppp-7-88.rz.ruhr-uni-bochum.de>...
>>Hello Atari-Users,
>>
>>can you help me? I would like to convert ASCII-text-files, wich are
>>created with Signum. The converted Files should be compatible with
>>Macintosh fext-format.
>>
>>Do you have any solusion?
>
>Papyrus will export Mac-format ASCII, but it is expensive for that purpose.

Another way, and a very much cheaper one if you don't already have Papyrus, would be to use QED. All you need to do is load the file, select the menu option file->info, click the Apple button and save it back out.

--
David Bolt

1889. In Search of JIM KENT (Cyber Paint)

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7gagtq$4mjs$1@spnode25.nerdc.ufl.edu>
Source record: 79724

From: guitarra@afn.org
Subject: In Search of JIm Kent?
Organization:
Newsgroups: comp.sys.atari.st
Summary:
Keywords:

I am still impressed by Cyber Paint ADO effects and I am wondering what Cyber Paint Programer JIM Kent is doing these days. Could we find this genious :) ? and if we find him could we get it to post Cyber to Falcon so that it could work in high ress?

For those of you who never read the Cyber Paint Manual, Cyber can process a frame or even a complete animation over a any number of frames. It can rotate , move , enlarge , reduce and apply multiple effects all at once to a frame or sequence in a single pass and it does this veryfa st. Cyber is really a very powerfull animation Studio and its only limitation is that it works in med. ress only. I dream of having a program Cyber Like in high ress for Falcon! (Apex is missing Cyber's ADO effects)

Raymond

1890. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37287f688530d3@ford-trucks.com>
Source record: 79725

on Thursday 29-04-1999 23:51, Pascal Ricard wrote:

> Jos den Bekker wrote on Thu 29-04-1999 21:25 (+0200):
>>
>> I'm glad to say that Wolfram Roesler and I have come to an agreement
>> about the further development of Okami.
>
>FINE ! :-)))

Ah, the wonders of languages differences. Pascal says, "FINE!" I say,
"GREAT!" ;-)

Pat

--
Pat & Anna Morales ICQ#37202249
<PATnANNA@ford-trucks.com>
~~*~~
To criticize the incompetent is easy;
to criticize the competent is harder.

1891. ST to VGA Adaptor?

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925428869.297.60@news.remarQ.com>
Source record: 79726

Maybe it was in my imagination...
Weeks ago I believe I read that somone in these news groups sells
ST mono to VGA adaptors? Could you email me details on how to get
one whomever you were? Can ya take VISA?

Brian

1892. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3728eba219fbd1@club-internet.fr>
Source record: 79727

Hello,

in article <3728bfbc3a671c0@xs4all.nl>
Jos den Bekker wrote on Thu 29-04-1999 21:25 (+0200):

>
> I'm glad to say that Wolfram Roesler and I have come to an agreement
> about the further development of Okami.

FINE ! :-)))

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
"The nickname for Bill Gates: Bugs Bunny."

1893. Re: Floppyshop's Final Farewell

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <3728e0c1$0$354@znews.zetnet.co.uk>
Source record: 79728

All the best for your future projects and thanks for your support in
the past :-)

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1894. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3728bf88406df30@holleman.demon.nl>
Source record: 79729

on Thu 29-04-1999 21:17 Bram van Kerkhof wrote:

>[Snap]
>Have you changed the route.tab file to:
>0.0.0.0 0.0.0.0 Ser.2/LAN 0.0.0.0
>
>Stupid question I guess ;-)

Hi Bram,

not a stupid question at all :-) I simply forgot. Trouble is, even after correcting this, no go either. The port simply doesn't communicate, when I start up StarCall the modem won't respond either. Could be the cable's not what it's supposed to be (perhaps some connections wrong? It's a LAN to RS-232 25-pins connector, specified MAC LAN to modem).

Like I said, I'm afraid I have to open up the case again, and fix this flatcable from the motherboard J-somuch pins to a connector.

Anyone in here who uses the LAN-connector to connect to a modem???

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1895. Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <3728e1cb$0$354@znews.zetnet.co.uk>
Source record: 79730

It has come to my attention that several people, including myself are having problems connecting to the Freeserve ISP using STinG :-(

I had no problems until a few weeks ago, but now STinG connects okay, but then does not initialise the connection perhaps 90% of the time, sometimes leading to dozens of attempts to get on-line :-(

I am using Roy Goring's scripts from his web page, but the scripts on the cover disk of AC#13 fare no better :-(

Any solutions anyone?

Thanks in advance,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1896. Re: In Search of JIM KENT (Cyber Paint)

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gaj3p$do94@news.ajou.ac.kr>
Source record: 79731

On 29 Apr 1999 20:54:18 , guitarra@afn.org wrote:
>From: guitarra@afn.org
>Subject: In Search of JIm Kent?
>Organization:
>Newsgroups: comp.sys.atari.st
>Summary:
>Keywords:
>
>
> I am still impressed by Cyber Paint ADO effects and I am wondering
>what Cyber Paint Programer JIM Kent is doing these days. Could we find
>this genious :) ? and if we find him could we get it to post Cyber to
>Falcon so that it could work in high ress?
>
> For those of you who never read the Cyber Paint Manual, Cyber can
>process a frame or even a complete animation over a any number of frames.
>It can rotate , move , enlarge , reduce and apply multiple effects all
> at once to a frame or sequence in a single pass and it does this veryfa
>st. Cyber is really a very powerfull animation Studio and its only
>limitation is that it works in med. ress only. I dream of having a
>program Cyber Like in high ress for Falcon! (Apex is missing Cyber's
>ADO effects)
>
>
>Raymond

Hi Raymond,

This would be great. I have most all of the Cyber Series software
which is indeed powerful. I'd love to be able to use Cyber Cad 2.0
and etc. on the Falcon. With the ability to create objects, animations
and etc. in 256color and TrueColor.

I thought I heard at one time that some of the cyber stuff was to be
fixed for the Falcon, not sure on this.
If the Author will not or can't update the Cyber Stuff for use on the
Falcon. Maybe the authors will allow someone else to update it all.

Phantomm
phantomm@kih.net

1897. Help ! need pinouts for FD SF354

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Sly DC <sylvaindc@videotron.ca>
Message-ID: <0z4W2.535$si3.15242@weber.videotron.net>
Source record: 79732

To anyone who can help me...

I'm looking for the pin-outs of the Floppy Drive model SF354,
if anyone can help, i would greatly appeciated, THANKS !!

--- Sly DC ---
Creator and/or maintainer of the Real Pong FAQ, Game Gear FAQ,
Arcadia 2001 FAQ, Sega 32X FAQ, APF-M1000 FAQ & the Hidden Games
FAQ. Please come see my web site at:
"http://www.chez.com/slydc/index.html".
E-mail: "sylvaindc@videotron.ca"

1898. Wanted: SCSI Adapter

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: "Trevor H." <pravda@introvert.org>
Message-ID: <gK4W2.2799$_s5.640854@news1.giganews.com>
Source record: 79733

Hi, I'm looking for an ICD adscsi or ICD adscsi+ adapter to hook up a SCSI
hard drive to my Atari 1040STfm.
If you have one for sale, please let me know.

Thanks,
Trevor

------ - - -- - - -------
http://www.introvert.org/
the world is all that is the case

1899. draft guidelines for comp.sys.atari.announce posts

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <290419991802075048%savetz@northcoast.com>
Source record: 79734
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit,comp.sys.atari.st

As the new moderator of comp.sys.atari.announce, I feel it is necessary to update the newsgroup's guidelines regarding what types of posts are appropriate. What follows is a draft of those posting guidelines. Of course, I welcome feedback regarding this document. After discussion of any issues that are brought up, the final version of the document will be posted. Please send followups to comp.sys.atari.8bit.

comp.sys.atari.announce began as a newsgroup intended only for hardware/software product announcements. Atari-related products are a rarity these days, which is one of the reasons that the newsgroup has languished in recent years. The focus of the newsgroup is widening to allow any news relevant to Atari computers. For instance, announcements about Atari Web sites and events are now appropriate.

Following this draft, I've included the original posting guidelines that were written when the newsgroup was chartered. I have tried to keep changes to a minimum, while expanding the focus of c.s.a.a and increasing readability of the document.

Kevin Savetz
savetz@northcoast.com

** Guidelines to posting to comp.sys.atari.announce **

comp.sys.atari.announce is a moderated newsgroup. In order to be approved, posts must offer news relevant to Atari computer users.

What kinds of posts will be approved?
* Relevant to Atari computers: 8-bit, ST/TT/Falcon, Portfolio, Atari PC clones, or clones of Atari computers.
* Topics may include software, hardware, Web sites and other Internet resources, events and other news relevant to Atari users.
* Commercial posts and press releases are acceptable.

What kinds of posts will not be approved?
* Any post that is not relevant to Atari computer users.
* For sale posts are generally not approved unless they come from a developer or dealer that wishes to announce new pricing or product. Sale or auction announcements from end users will not be approved unless they are, for some reason, extraordinary.
* Posts that are not informative.
* Posts that are not in English.
* Posts that aren't reasonably understandable (due to, for instance, significant grammar problems or spelling mistakes.)

How do I post a message?
* Simply use your newsreader to post your message to

comp.sys.atari.announce.
* You may cross-post to other, relevant newsgroups.
* Alternatively, you may e-mail your post to csaa@savetz.com
* Your post will be reviewed by the moderator, usually within 24
hours. If accepted, it will then be posted to the newsgroup. If it
is rejected, you will receive an explanation via e-mail.

How do I follow up to announcements?
* Followups to c.s.a.a announcements should be posted to
a relevant Atari discussion group such as comp.sys.atari.8bit or
comp.sys.atari.st. Followups should not be posted to c.s.a.a.

For your reference, below are the original posting guidelines that are
being replaced.

*** begin old guidelines ***
Guidelines to posting to comp.sys.atari.announce

if you have any questions or comments/suggestions
please respond to myself or reply.

This file should assist users who wish to post to comp.sys.atari.announce
and are not exactly sure if it will be approved:

When posting to comp.sys.atari.announce please make sure of the following:
* post about atari computer relevant topics
* please include an explanation to what the package/machine is in the post
* the post should be at least 10 lines long (message content)
* it should be informative

* What kinds of posts will not be approved?
Any post that is not relevant to atari computers (8-bit, 16bit/clones) will
most likely not be approved.

Details are in the charter, in general posts that sound like "there are some
news, please contact me" without any information on the product in question
will be rejected. Posts that appear to have a lot of spelling mistakes will
most likely also be rejected (such as fairly obvious grammer and spelling
errors). Posts are expected to be in english, if they are in another language
then a translation would be nice, its hard to approve anything that one can't
read.

*Can I post forsale posts?
Forsale hardware posts are generally not approved unless they come from a
company/developer or dealer who wishes to announce new pricing for product.
Comp.sys.atari.announce is not atari.marketplace (doesn't exist however).

* Justification/Charter
Please read the RFD, this should clarify a lot of questions, if you have any
more questions please email me (ysiu@lexicor.com)

Original Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide
Summary: a newsgroup for the product announcement of atari computer
hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups
are discussion forums for their (specific) related hard and software. Product
announcements in these discussion forums of new releases by either commercial,
shareware groups can often be considered a service but not encouraged. The
atari computer market is not very widely distributed and it is getting
increasingly harder to know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari computer
users. It will also allow the reader to focus for a new newsgroup only for
product announcements or press releases and will also make the reader more
aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups:
news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit
*** end old guidelines ***

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

1900. Re: ST to VGA Adaptor?

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gb3o7nsk1@autumn.news.rcn.net>
Source record: 79735

I have a ST Color to VGA MULTISYNC cable that a friend made for me YEARS ago.. But I do think the monitor MUST be a Multisync. I used it on a NEC 2a Back then, and to tell you the truth, the monitor was too detailed for it, You had to squash the screen down to get rid of the scan lines. (black lines through the screen) made it look unsolid..

Brain Roland wrote in message <925428869.297.60@news.remarQ.com>...
>Maybe it was in my imagination...
>Weeks ago I believe I read that somone in these news groups sells
>ST mono to VGA adaptors? Could you email me details on how to get
>one whomever you were? Can ya take VISA?
>
>Brian

1901. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gb72g$5l7$1@user1.teleport.com>
Source record: 79736
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

<h3>Click for WebSite!</h3>

FREE Catalogs for Classic Atari 8 Bit & Atari ST Computers! Hard-Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at http://www.atari.benjamin.net And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to my site at: ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's not an inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your complete Mailing address so I can figure your Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1902. Atari ST SoftWare Sale.

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gb700$5f3$1@user1.teleport.com>
Source record: 79737
Cross-posted to: comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've just added to my ST SoftWare Catalog 30 more titles. All brand
new. In my ST software catalog new titles are listed at $15. Just like
BattleZone below. But for a limited time the $15 titles ar on sale for
$10. So go ahead and check it out. All of these titles are *NEW.

BattleZone; Atari;
Color or MonoChrome Monitor. One or
two players. Full 360 Degree action.;
*NEW.....$15.00 U.S.

<h3>Click for WebSite!</h3>

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Ware, SoftWare, Books & Accessories! View Atari Catalogs on the Web at
http://www.atari.benjamin.net And Jump to my FTP site linked to my Web
Site so you can Download Free Catalogs or FTP directly to my site at:
ftp.teleport.com/vendors/bensmith/ If you can't get Catalogs that way,
Feel free to Request catalogs through E-Mail. Really, it's not an
inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or Both!
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
are just regular ASCII text files so you can download them into your
text editor and view them, edit them or print them out! It would make
things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
Shipping/Postage & Handling. I'll be back after the weekend.

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

1903. Re: Atarians getting married....

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3728F6F0.2DBB9553@sisna.com>
Source record: 79738
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Well have not ventured into this market before but what the heck?
Congratualations on your up coming wedding. How does your future bride
feel about your bad habit? I would not want to be the one that comes
beteeen you and your new Bride!

You could send myself your wish list, I will do what I can to produce
the product in a Clean Used condition. However if your new bride to be
sends me e-mail canceling your request I would have to honor her request
before yours!..Are you sure you are ready for this leap?

bob

1904. Re: Best Newsreader

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904291957.a37025@wun.maus.de>
Source record: 79739

Hallo Louis!

L>does the system transport and send the individual msgs in plain ASCII
L>as well or does it convert them to ARC/ZIP/LZH files first to transport
L>them, then they are unpacked again and sorted out/imported by your
L>reader?

The system collects all mail and news messages into one big ascii file called
OUTFILE.TXT. This one will be compressed and then sent to the user at full
modem speed as soon as he calls the BBS.
As a BBS system, mail/news transport is not as fast as in usenet, but every
mail/news will reach its destiny within less than 24 hours.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1905. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: bvkerkhof@gelrevision.nl
Message-ID: <3728d09413cfcc0@gelrevision.nl>
Source record: 79740

on Thu 29-04-1999 21:25 Jos den Bekker wrote:

>
>I'm glad to say that Wolfram Roesler and I have come to an agreement
>about the further development of Okami.
>
>I will continue developing the program and am allowed to distribute it
>on my own terms.
>
>This means that version 2.0 can now be officially released. You can
>download it from
>
>http://www.xs4all.nl/~josdb/okami.html
>
>There will also be a beta test version 2.1 up soon.
>
Great news
Till next time
Bram

1906. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dqzyev.1eoktcl1nzl1luN@max03-018.enterprise.net>
Source record: 79783

Dale Wright <dalelee@dircon.co.uk> wrote:

> Steve <Steve@mguk.enterprise-plc.com> wrote:
>
> > Whats the best disc doctor program for the Falcon? (PD/Shareware)
> > I'm after somtihing similar to Norton Disc Doctor on my iMac.
>
> Should you need one Steve, it's a Falcon you know >;-))

I can't seem to get rid of you Dale.. @!~:-)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

1907. Re: Milan and USB/Firewire

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3727b17e2ddc283@club-internet.fr>
Source record: 79784

Hello,

in article <372794f84018882@oden.se>
Ronald Andersson wrote on Wed 28-04-1999 22:17 (GMT):

> on Wed 28-04-1999 16:07 Louis wrote:
>
> >on Wed 28-04-1999 11:51 Pascal Ricard wrote:
> >
> ----- snip ----- re: computer prices: then VS now

[snip]

> Any old figure quoted out of its contemporary context lacks meaning,
> except to those who remember that context and can use it to evaluate
> the meaning.

Correct. I forgot to add that maybe PCs and MACs manufactures may charge
profit margins a lot more than necessary in those ol' days. They cannot
do it anymore because of competition. I think that prices could not be a
lot lower nowaday and how could "Atari" prices could be lower than
"others" ones, specialy with a so small market...

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
The new Pentium Overheat, CPU and water boiler in a single chip!

1908. FS: Atari ST SupraDrive

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: route@hitter.net
Message-ID: <3728a597.13952362@news.hitter.net>
Source record: 79785

Atari ST SupraDrive with 112MB of storage for sale:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=95959513

1909. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7g8a34efm1@news5.svr.pol.co.uk>
Source record: 79786

I think I've explained this badly this is what I've done,I am running Magic PC on a laptop,I then hooked up to a 19" monitor to get the best screen I started in change rez to increase the sizes bit by bit with a few mistakes that were too big, for 32k colour when I first started there were none I now have some 22 entries I only use four of these and would like to remove the rest,I can't find where change rez is getting this info from
Kevin

1910. Re: Need a mouse.

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: kevin dermott <kevin@kdermott.freeserve.co.uk>
Message-ID: <7g8ankeot1@news5.svr.pol.co.uk>
Source record: 79787

>>
>>Yeah, I need to buy a MagiC compatible mouse.
>>With also, if possble a mouse mat, ALSO magic compatible.
>>Any help appreciated.

you don't need a special mouse mat for Magic just go to my site and
download MMMCVT.APP Magic mouse mat converter stick it in your apps
folder and away you go
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

1911. Page Stream Fonts...

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <925352290@acpu.com>
Source record: 79788

Doctor Clu <clu-da-bard@geocities.com> wrote:

C > What is the way that you get Page Stream to remember the fonts
C > you set up ... to make it stick?

You need to both 'add' and 'update' the fonts, using the font
manager. IIRC, the manual doesn't cover this particularly well,
which is why I'm not telling you to rtm. But it is in there.

HTH. "The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Nothing can be idiot proof; idiots are very ingenious.
___ Mountain Reader II - #00000077

1912. Re: keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: <>
Message-ID: <3727e99b.0@news.qnet.com>
Source record: 79789

I_am_going_to_type_this_out_once..

I_replaced_the_membrain_sheet_inside_of_my...TT's...keyboard,,,

during...the...operation...I..broke..off..2..or..3..of..the..plastic

hooks..that..hold..the..plastic..keyboard..to..the__sheet__of__metal.

I..have..tried..some..fixes..but..none..of..them..worked..very..good.

So..until..I..can..aford__to__buy__the..plastic..board..and..replace

the..keypads..to..it..and..fasten..it..to..the..metal..sheet..and

put..it..onto..the..TT..I..either..type..like..this..or..transfer

text..via..floppy..disk..from..the..old..1040st.

```
*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1913. Re: keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: <>
Message-ID: <3727e998.0@news.qnet.com>
Source record: 79790

```
On 28 Apr 1999 03:26:37 , Neil Roughley wrote:
>
>Why don't you just assign the space character to a macro or paste it
>from the clipboard? Or search and replace the underscores with spaces
>when you're ready to post?
>
><< Neil >>
>
thatisgoingbyoundwhatIknowhowtodosoI'lljustskippthespacealtogether.

*------------------------------------------------------------*
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
*------------------------------------------------------------*
```

1914. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: <>
Message-ID: <3727e996.0@news.qnet.com>
Source record: 79791

On 28 Apr 1999 06:35:59 , Derryck Croker wrote:

>My archive of CABFTP includes an RSC file, sounds like you need to
>reinstall.
>
>Rgds, Derryck
>
I_lost_my_zip_copy_of_cab2.7_when_my_550meg_hard_drive_cashed_during

a_power_outage.

--
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
--

1915. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7g8u3qnqn1@nnrp1.dejanews.com>
Source record: 79792

Hi,

> I'm currently at university, but have an old ST at home which my mum
> uses for word-processing using Papyrus. I have this ridiculous plan of
> networking at least some of the computers at home over the summer - five
> PCs (three running Linux), a Belgian Mac Classic II (don't ask), the ST
> and a dead Spectrum.

I think you might be pushing it a bit to include a Spectrum in your
network. :-)

> Networking the PCs will be pretty easy, but I was
> wondering what could be done with the Atari.
>
> I've got a long null modem cable, and could probably set up a SLIP or
> PPP connection using STiK or whatever the latest is (I used to use STiK
> when I used the ST on the internet). Which telnet client would you
> recommend?

Well, under STinG I use Telstar:
http://www.stud.uni-hannover.de/~perot/cli-serv.dl-bay-e.html

Although under MiNT I use the supplied UNIX like telnet client.

> And is there anything more complex available to run over
> TCP/IP, such as SMB capability or an NFS client? The ST's got a copy of
> MiNT on it (it hasn't been used for years though) so could I do
> something like this with MiNT-net? Or is there some (free) software
> available for TOS?

There are NFS & SMB clients available for MiNT although if you with
to use these you will have to install MiNTNet rather than STiK.
Take a look at: ftp://ftp.funet.fi/pub/atari/mint/network

I don't know your ST setup, but if you only have a 1MB, FD only system
you may struggle to install MiNT, MiNTNet & NFS, Samba.

Hope this help.

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1916. Atari benchmark test

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7g8veh$ie8$1@rubens.telebyte.nl>
Source record: 79793

```
Where can I download a good benchmark program to test the performance
speed of the Atari ST/Falcon/TT/Milan/etc. ?
*********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
*********************************************************************
```

1917. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7g8vqt$5op$1@news7.svr.pol.co.uk>
Source record: 79794

On 27 Apr 1999 07:53:17 , Ronald Andersson wrote:

Hi Ronald, thanks for the feedback...

>on Tue 27-04-1999 06:47 Derryck Croker wrote:
>>
>>I'd still like to pin down the cause of my problem with selecting new dial
>>scripts from within the dialer.

>Do you mean that the filename you selected is not placed in the
>"Dial script :" filename field,

Exactly. I have 3 scripts in my dialer directory, one is copied as the
default dial.scr for my main ISP (Freeserve).

(I've also removed all the proxy settings from the default.cfg file and
placed them in the "environment" section of the respective dial scripts
(some of the ISPs don't have an http: proxy hence I had to do this to
prevent attempts to access the wrong server). I'm assuming that CAB is able
to pick up the necessary proxy from the dialer as naturally enough clicking
on "default addresses" from the "Proxys/Servers" menu clears any entries
that were there, picked up from the default.cfg.)

> or that the settings from that file do not take effect as you wish ?
>
>My further answers below assume the latter.

I understand this answer, but I don't get that far - well, OK, as I said it
takes several attempts before the dialer will load the new script.

>>This is a Falcon running MagiC 6 with Freedom, same problem with Freedom
>>disabled.
>
>I also have a Falcon running MagiC 6 with Freedom 2, with no such problem.

Understood. Perhaps this is just "one of those things", not Earth-shaking
but I'd like to see it working here nonetheless, and at least you've set my
mind to rest that it should work.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1918. FS: ST Dive Bomber $15

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <L68W2.74$Kx1.441@nnrp2.ptd.net>
Source record: 79645

I have one copy of Dive Bomber (Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

1919. TOS FTP client for STiK API updated

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7gb79bjqq1@athena.netset.com>
Source record: 79646

Version 0.7 of my TOS ftp client is available from my web page.

http://www.netset.com/~baldrick/ on the products page.

Updates:

Fixed the bug that caused it to crash when you attempted to send a
file that resided in the same directory as ftp.ttp.

Dan Ackerman
aka baldrick@netset.com
http://www.netset.com/~baldrick/

1920. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7gb9oh$g4a$1@news.ncal.verio.com>
Source record: 79647

On 29 Apr 1999 05:09:42 , Slc.Dennis Bishop wrote:
>On 28 Apr 1999 06:35:59 , Derryck Croker wrote:
>
>>My archive of CABFTP includes an RSC file, sounds like you need to
>>reinstall.
>>
>>Rgds, Derryck
>>
>I_lost_my_zip_copy_of_cab2.7_when_my_550meg_hard_drive_cashed_during
>
>a_power_outage.
>
>Hate to say this BUT..(been writting that alot lately!)

Thats why we back up(to disc).. it can save your skin (and drive)
You never know what is going to happen. (like a power outage)so make
it a habit to back up to disc.Guess I am preaching to myself as I
have not backed up my latest files. But it sure has saved me in the
past!!

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

1921. Re: RSC_File?

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: <>
Message-ID: <37292ed9.0@news.qnet.com>
Source record: 79648

On 30 Apr 1999 03:58:09 , Tim Conrardy wrote:
>
>Thats why we back up(to disc).. it can save your skin (and drive)
>You never know what is going to happen. (like a power outage)so make
>it a habit to back up to disc.Guess I am preaching to myself as I
>have not backed up my latest files. But it sure has saved me in the
>past!!
>
>Tim

That's good, WHEN I CAN AFFORD TO BUY DISKS. During the last year that has been something I've not been able to do. I've been trying to use my old floppys, and out of some 500 I had, I've got maybe 200 left that didn't go bad on me.

--
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
--

1922. ATARI SF 314

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: emma261998@aol.com
Message-ID: <19990430011059.07801.00000377@ng-cs1.aol.com>
Source record: 79649

Hi all ATARI lovers!
I have an ancient atari computer system, the SC 1224, to be exact. Anyway, like most of you, I cannot live without my atari but I have been experiencing difficulty with the disk drive (SF314 Microfloppy disk drive) and need help! Do you know any retailers on line or otherwise who may be of help? Please let me know!
Thanks in advance for your time and help!
Sincerely,
Atari Lovr2
Emma261998@aol.com

1923. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gbjbictk1@news8.svr.pol.co.uk>
Source record: 79650

On 28 Apr 1999 23:41:41 , "kevin dermott" wrote:
>
>Derryck Croker wrote in message <7g6a8i$40t$4@news8.svr.pol.co.uk>...
>>On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:

>>>>can anyone tell me where change rez stores it's settings as I would

>>All the res's that you see listed under "Change res" are stored in the
>>chgres.prg binary.

>what do you mean every one I have tried has been written into the
>program?

You failed to describe your setup - I know nothing about MagiC PC.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

1924. FS: 520STfm Cheap

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7gas7d$7ku$1@ns1.thpl.lib.fl.us>
Source record: 79651

O.K. 1/2 meg unit with a double sided drive installed, refurbished drive that is. Unit is in emmaculate condition. This is the one that will hook up to a TV has built in diskdrive (double sided) and built in power supply no external "bricks" to fool with.

$15.00 and you pay shipping does not include mouse or monitor (naturally not at $15.00) your zip gets shipping.

e-mail replies please sfpu@scfn.thpl.lib.

p.s. I also have a SC 1224 color monitor to go along with the ST if you want it for 25.00 not including shipping. your call.

1925. Re: ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <37295A41.1E8A@volcano.net>
Source record: 79652
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

Benjamin Smith wrote:
>
> For faster service, Please direct all replies through E-Mail to Ben at:
> atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
> find it hard to keep up with NewsGroups.

"Since I am busy spamming them regularly with my ads for those who do
keep up with NewsGroups..."

1926. Re: Stik help

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7gbihqeic1@slave1.aa.net>
Source record: 79653

Hi Chris,

I have Stik working on my Falcon. It runs fine. I have a Supra 28.8 external modem (upgraded to 33.6 via flashrom), and am using plain TOS 4.04, and to help speed up screen redraws and the mouse I'm using Warp 9. I'm not using NVDI or Magic. I could email you my Stik dial script and configuration files - but, you have to fine an ISP that still provides a SLIP connection. I've been on-line for over 2 years now, and when I first contacted my ISP, he said he hadn't had a request for a SLIP connection in a long time (must have been another Atari user, ha-ha). So, IF you can find a SLIP connection, I may be able to help you but if not, there is a STIK-II in the works (currently being beta-tested), and it DOES have PPP support among other things. Or - you can use Sting, which supports PPP. I have heard it can be a pain to set up, but maybe you can get someone in your area to send you their scripts, etc. It would be really good to find another Atari user on your server - therefore his scripts will (supposedly) already be fine-tuned to that ISP.

Also, get the Serial CPX made by Peter Rottengatter for your Control Panel. Are you using HSModem 7? You do need that, too.

Don't despair or give up! You'll eventually get things going and be surfing the net with your Falcon. If you need more help - ask.

Hope that helps,

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 23 Apr 1999 18:36:51 , "Chris Swinson" wrote:
>I cannot for the life of me get Stik on my Falcon to work ???
>
>Is it Falcon compatible ?
>
>I know my modem is ok for AT commands casue it work in the old ST emulator
>program. Or any other good dialup programs for my Falcon should you know of
>any ?
>
>Thanks
>
>chris.swinson@zetnet.co.uk

1927. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37296358.5D60@ooc.de>
Source record: 79654

Jo Vandeweghe wrote:

> I take the opportunity to ask you if it is possible or even counselled to
> use wide scsi harddrives on atari machines ... I have heard it was possible
> to use such devices by using an adaptor between our good old 50 pins scsi
> interface and the new wide scsi interface type ..

Yes, such adapters exist.
.
> What do you think about ?

In my opinion this only makes sense if the UW hard disk drive including
adapter is cheaper than a standard SCSI drive.

> I also ask this because today it becomes difficult to find SCSI 1 harddisks

SCSI-1? You can connect SCSI-2 and SCSI-3 devices to your Atari. The
SCSI level has nothing to do with the bus width. Bus width and SCSI
level are not coupled, you can buy almost any combination.
SCSI-2 and SCSI-3 are backwards compatible to SCSI-1-CCS. The current
version 7.7 of HDDRIVER already uses certain SCSI-3 commands if
supported by a device.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

1928. CAB JPEG Question

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7gblqu$mrj@enews1.newsguy.com>
Source record: 79655

I was just curious. For a long time I used the CAB_JPEG.OVL that came with CAB 2.5 and 2.7 and everything worked well, albeit a bit slow. It was only later that I replaced that OVL with the DSP loader version from Brainstorm (that utilizes JPEGD.PRG in the AUTO folder). On average with the DSP-based loader, a JPEG that took 1:14 to load with the normal CAB_JPEG.OVL loaded in about 0:20 with the DSP-based loader. And since I had my Nemesis installed, the speed difference is even more dramatic. Unfortunately, not all JPEGs work with the DSP loader. This fact is even stated in the CAB 2.5 manual:

"[the Brainstorm DSP decoder] does not include any save routines, so thumbnail images will not be generated using CABALOG. Also this module does not support "progressive" JPEGS."

Well, I don't know what a "progressive" JPEG is, but I do know that I've done some testing lately (switching between the two decoders), and there are a few pages where no JPEGs are displayed when using the DSP loader. I assume these pages are using "progressive" JPEGs then?

My question: Is there an updated Brainstorm DSP decoder that _does_ support these "progressive" JPEGs? Or, is there some way to utilize both the DSP loader and the normal CAB loader at the same time? If not, that would certainly be a worthwhile update to CAB - have it use the DSP loader until it came upon a "progressive" JPEG, then switch to the normal CAB loader, then back to the DSP loader on the fly.

Any thoughts on this?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1929. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7gblqr$mrj@enews1.newsguy.com>
Source record: 79656

Well, seeing everyone here talking about STinG 1.20, I decided it was my turn to try it. I first created some temporary directories to save my 1.15 stuff (just in case!), then copied over all the necessary files from 1.20. After setting things up appropriately with the CPXs and the dialer, I re-booted and gave it a try, and it worked the first time (using MagiC 5.11/NVDI 4.1/Nemesis "HI"/PPP connection).

However, I don't notice any speed increase or any real difference - other than the fact that the first time I disconnected, it "bombed" (I forget what MagiC calls the particular error, but with 1.15 it happened about 2 out of 10 times, and I was hoping 1.20 would have solved that little problem, but no. So much for first impressions!) ;^(

And by the way, the reason a "bomb-when-disconnecting" annoys me so much is that once that happens, I can no longer connect to my ISP unless I reboot and reload STinG. It will dial, then begin negotiating, then just hang. Interestingly, it will work [post-bomb] if I dial my other ISP that uses SLIP. But as I said, in order to connect again [after a 'bombed' disconnect] with my PPP ISP, I have to reboot/reload STinG.

And after that experience, it seemed to work ok. But today it was either DRVIN or SCC that wouldn't load properly, and STinG wouldn't work. I don't know how or if the files got corrupted, but I have been messing with my Falcon and it's resolutions and AUTO folder programs quite a bit lately - playing around with Nemesis / Videlity a lot, and also trying out boxkite. I copied the HSMODEM stuff over from a backup, and did some AUTO folder cleaning and rearranging and it's working now, so who knows what I did!?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

1930. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3728f91e1b26dbf0@lvdi.net>
Source record: 79657

On Thu 29-04-1999 21:25, Jos den Bekker scribbled:

>I'm glad to say that Wolfram Roesler and I have come to an agreement
>about the further development of Okami.
>
>I will continue developing the program and am allowed to distribute it
>on my own terms.

Congratulations, Jos. That's great news for all.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1931. Re: sting & plip

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <37297613.7E70CD29@ios.chalmers.se>
Source record: 79658

> This is sting 1.15 (haven't tried 1.20 yet). The reason I even ask
> before trying 1.20 is that I figure someone out there has to have tried
> this before. Could the Falcon have a different type of parallel port
> that causes it to bomb out? I've ruled out the OS, since I've run it
> under MagiC and GEM.
>
> The main goal with this is actually to see an increase in cps - I don't
> get nearly the throughput I was expecting with a 115kbps serial link, so
> I figured I'd try the parallel port. Anyone know what rates to expect
> and how fast the Falcon's port is?

I also tried using the plip-driver of sting 1.15 for connecting my two
falcons together, but I never got it to work. In the docs it says
something about the plip-driver not being supported by the sting kernel.
In the sting 1.20 package the plip-driver wasn't even included (not in
the one I got from Ronald Andersson's page anyway), and the docs from
that package also states that the plip-driver isn't supported by the
sting kernel.
Yet, in the docs for the masquerade-stx (by Ronald Andersson), he says
that he uses a sting based network consisting of Midi and Plip-cables.
How is that possible then?

When transferring data between my two falcons using parcp3.01 I got a
transfer rate of 60000 to 70000 cps, the highest I've seen is around
74000, so it's a lot faster than nullmodem.

/Henrik

1932. Re: How to Convert ASCII-Text from Atari to Macintosh

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: texteam@gawl.de
Message-ID: <1dr2nqa.10eusg8w8ykokN@dialppp-3-36.rz.ruhr-uni-bochum.de>
Source record: 79659

Hello Atari- and Mac-Experts,

thank you for your replies.

Best regards

Joerg

--
Joerg Levermann |TexTeam Redaktionsbuero: http://www.gawl.de/TexTeam/
Biologe |Natur & Haus: http://www.gawl.de/N+H/
& |
Journalist |mailto:TexTeam@gawl.de

1933. Re: In Search of JIM KENT (Cyber Paint)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37297D69.DBBEDB4B@patent.gov.uk>
Source record: 79660

See my posting re. Don't knock the humble ST on 19 April '99, for more news of Tom Hudson's PC successor to CAD3D Studio Max and an acknowledgment of the ST involvement.

Bob king

prunus@post3.tele.dk wrote:
>
> >From: guitarra@afn.org
> >Date: 29 Apr 1999 20:54:18 GMT
> >
> >From: guitarra@afn.org
> >Subject: In Search of JIm Kent?
>
> For all I know, he has been doing something for the Autodesk company. At least
> he did a conversion program that handles most Amiga, Atari and some more, formats. It was running on a PC. He might have been a part of the Powell Group
> that is now doing 3D Studio Max. Try a search for kinetix.com or is it
> kinetic.com ? I havn`t been abel to track Jim Kent on the internet yet.
>
> Most of the guys from Antic is in the Powell Group. Tom Hudson,- Gary Powell and some more I can`t remember, but I havn`t seen Jim Kents name there.
> Anyway,- I remember the first time I had a look at 3D Studio on a PC, it had the look and feel of CAD3D and the Cyber Studio on a ST.
>
> I told my college at work, that this program looks like something developed by Jim Kent and Tom Hudson on a ST, and certainly, it was.
>
> Naturally they,- my college, didn`t know who I was talking about, so I told em.
> And almost naturally, they didn`t belive me, as always when I spoke about what was possible on a ST.
>
> > I dream of having a program Cyber Like in high ress for Falcon! (Apex is >missing Cyber's ADO effects)
>
> Have you ever had a look at NEON? Or try xenomorph, it ain`t the same, but it
> works with 3D2 files.
>
> cheers
>
> Joergen
>
> Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
> http://home3.inet.tele.dk/prunus/

1934. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3729766acf46880@holleman.demon.nl>
Source record: 79661

on Fri 30-04-1999 07:24 Paul Nurminen wrote:

>However, I don't notice any speed increase or any real difference - other than
>the fact that the first time I disconnected, it "bombed" (I forget what MagiC
>calls the particular error, but with 1.15 it happened about 2 out of 10 times,
>and I was hoping 1.20 would have solved that little problem, but no. So much
>for first impressions!) ;^(

Hi Paul,

well, I'm running on a TT as you know, MagiC 5.01... I've experienced the
same stuff (it's # 69 that's reported then), I found the cure for this was
carefully re-arranging the autofolder sequence. I'm using X-Boot for
several configs too and also found out that sometimes when renaming a .PRG
to .PRX the physical place changes. For that reason I started using an
AUTOEXEC.BAT with MagiC, this one won't change and overrides the actual
Autofolder sequence. Therefore, even when some prg moves to another
location in the auto, the running-order won't change.
Now the Falcon may be a different piece of cake, but you could try to
experiment with it. I'll supply my Autoexec.bat which gives me a rock-
steady bunch. A small change however and the bombs are back in town.

METAXBS.PRG (my replacement for Metados)
REDIRECT.PRG (needed for my graphics card)
MAGXBOOT.PRG
NVDI.PRG
MAGICOOK.PRG (needed for Stella and a few others)
LIBERTY.PRG (needed for Freedom)
WDIALOG.PRG (ermm, let's not discuss this one)
DRVIN.PRG
MFP_TT.PRG
SCC.PRG
ADDMEM1.PRG (to prevent the "out of memory" messages, 3 did the trick)
ADDMEM2.PRG
ADDMEM3.PRG
SLCT_DEV.PRG (needed for rez changes here)
STING.PRG

>And by the way, the reason a "bomb-when-disconnecting" annoys me so much is
>that once that happens, I can no longer connect to my ISP unless I reboot and
>reload STinG. It will dial, then begin negotiating, then just hang.
>Interestingly, it will work [post-bomb] if I dial my other ISP that uses SLIP.
>But as I said, in order to connect again [after a 'bombed' disconnect] with my
>PPP ISP, I have to reboot/reload STinG.

Exactly the same here.... but the Autoexec.bat helped a lot here.

Then of course there's the bunch that runs from /Magic/Start/... like
Xmenumanager, Popfold, Keywatch, Calendar, Tos2Gem, Bubble, Multistrip,
Menu-3D, Gawdknowswhatsinthere, maybe all adding to the fuzz...

Then NVDI kicks in a few apps for my card, some prg's are coupled to Olga,
well all in all this system's gonna look like WIN-98, sometimes I feel
like I'm losing control of the whole system here :-)
>
>And after that experience, it seemed to work ok. But today it was either DRVIN
>or SCC that wouldn't load properly, and STinG wouldn't work. I don't know how
>or if the files got corrupted, but I have been messing with my Falcon and it's
>resolutions and AUTO folder programs quite a bit lately - playing around
>with Nemesis / Videlity a lot, and also trying out boxkite. I copied the
>HSMODEM stuff over from a backup, and did some AUTO folder cleaning and
>rearranging and it's working now, so who knows what I did!?

Good idea, cleaning up your system. I did it not so long ago, removing all
those Whatever.prx, Whatever.old, Whatever.sy1, Whatever.syx and you-name-
it files from the setup. Even now I still have several GEMSYX, GEMSYS.OLD,
AUTO-1, AUTO-2, AUTO.OLD dirs sitting on several partitions, probably
filled up with even more crap, but sometimes they come in quite handy to
temporary set up some test setup. I've got 8 partitions here accross two
HD's, each one has at least one Auto and Gemsys, and one X-Boot to
complicate it even more :-) In other words: enough to fiddle around with
and sometimes I think "how the hell is it possible that it all runs OK?"

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1935. atari stuff for trade

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <7gc2pt$i61$2@news1.skynet.be>
Source record: 79662

i'm willing to trade atari stuff for atari stuff.

at the end of the list, there is some other non-atari stuff to swap as well
but i'm only interested in atari stuff, don't propose other stuff or money.

i'm in belgium so consider the postal costs accordingly.

tags: games title have tags. these are: "b" to say it comes with the box; "d"
to say it comes with the doc; "f" to say it has no value to me and that it is
free to give away along with any other swap.

bargain by e-mail only.
===
i propose:

lynx games: ishido (bd).

jag games: kasumi ninja (bd), myst cd full version (bd).

a working jaguar without joypad, with alim, scart cable (d).

n64 games: turok2 seeds of evil (bd), zelda ocarina of time (bd).

pc games (that work under plaindos): might & magic 4 (not the reedit) (bd),
realms (bd), ultima vii data disk (forges of virtue) (bd), ultima vii ii's
data disk (serpent seed) (bd), shadowcaster (bd), arena the elder scrolls
(bd), f-29 lightning ii (fbd), f-16 fighting falcon (game text in german)
(bd), ultima underworld i (bd), ultima underworld ii (bd), flying corps (fbd),
flames of freedom (bd).

pc joysticks: 2* quickshot v (2-buttons flight simulator stick with adjustable
x&y sensitivity), and 1x gravis gamepad (with drivers).
===
i'm looking for:

a tt-ram card fully fonctionnal that can carry at least 8mb andor 4mb 30pins
60/70ns simms.

any lynx games, particularly: slime world, ms pacman, asteroids/missile command.

any jag games, particularly: worms.

any st originals, particularly: starglider ii, superwonderboy in wonderland,
ghost and goblins, ghouls & ghosts, elite, castle master 1&2, viking child,
tower of babel.

mouses for atari.

in order to burn them and put the pictures on the destroy microsoft website,
free original microsoft products of high value with box and docs (you won't
ask for something in exchange for those).
===

ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
GSM=DUTROUX;GSM->CANCER;PROXIMUS&MOBISTAR ASSASSINS

1936. Re: How to Convert ASCII-Text from Atar

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gc50h$g55$1@news1.xs4all.nl>
Source record: 79663

On 30 Apr 1999 02:24:58 , Hallvard Tangeraas wrote:
>Joerg Levermann <texteam@gawl.de> wrote:

>No problem. Use "Blinex" for this.
>
> http://home.t-online.de/home/bartholme/ilindexe.htm
>
>This small utility converts ASCII text to/from various formats including
>Atari ST, Mac, ISO and PC.
>(it also converts the end-of-line characters).
>Hope this helps -I've used it with great success!
>Hallvard

Can you adjust tables so every ISO-8859-x [or any other 8-bits
codepage] can be used??
The Papyrus mapping files are excellent and Pap.demo is for free
Isn'tit???

Gtx, Rein

1937. Re: Atarians getting married....

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Rene de Bie <Rene@underground.demon.nl>
Message-ID: <925476984.29971.2.rover.d4ee0f47@news.demon.nl>
Source record: 79664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
>Doctor Clu wrote:
>
>I'm getting married soon. So where can I go to register Atari
>equipment on my wish list? (grin)
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
> )|( http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>.

Congratulations, Greg! (and to your wife ofcourse...)

Gtx,
Sysop*TXG

-= The Underground Node #472 BBS =-
+31-416-561927
24hr/7dayz 300-19.200
```

1938. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3729c5e232bfa20@mail.otenet.gr>
Source record: 79665

On 28 Apr 1999 23:41:41 , "kevin dermott" wrote:
>>
>>Derryck Croker wrote in message <7g6a8i$40t$4@news8.svr.pol.co.uk>...
>>>On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:
>
>>>>>can anyone tell me where change rez stores it's settings as I would
>
>>>All the res's that you see listed under "Change res" are stored in the
>>>chgres.prg binary.
>
Seems CHGRES.PRG stores its settings in C:\AUTO\NVDIPC.INF. Only the
predefined resolutions are in the binary. Since the format of this
INF file is unknown to me, I think you can just erase it and reinstall
the resolutions you're actually using. There are no other useful info
in this file as far as I can tell.

Regards Vassilis

1939. Re: In Search of JIM KENT (Cyber Paint)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7gchb5$qe4$1@news.inet.tele.dk>
Source record: 79666

>From: BobKing <robert.king@patent.gov.uk>
>Date: Fri, 30 Apr 1999 10:52:41 +0100
>X-Mailer: Mozilla 4.03 [en]C-PATSINTER3 (WinNT; I)
>
>See my posting re. Don't knock the humble ST on 19 April '99, for more
>news of Tom Hudson's PC successor to CAD3D Studio Max and an
>acknowledgment of the ST involvement.
>
>Bob king

Thank`s for reminding me about this posting. It`s right, he sure did
aknowledge the ST.

>>prunus@post3.tele.dk wrote:
>>
- snip a hole lot -
>
>> It was running on a PC. He might have been a part of the Powell Group
>> that is now doing 3D Studio Max. Try a search for kinetix.com or is it
>> kinetic.com ? I havn`t been abel to track Jim Kent on the internet yet.

Sorry for my mistake, it was not the Powell Group, but the Yost Group.
I just got the two names mixed together Gary Yost and Jack Powell.
Also the URL to kinetix is http://www.ktx.com

>> Most of the guys from Antic is in the Powell Group. Tom Hudson,- Gary Powell >>and some
more I can`t remember, but I havn`t seen Jim Kents name there.
>> Anyway,- I remember the first time I had a look at 3D Studio on a PC, it had >>the look
and feel of CAD3D and the Cyber Studio on a ST.

I got that names mixed once again, it is Gary Yost and Jack Powell

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1940. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990430182000.32097C-100000@hal.fishpool.fi>
Source record: 79667

> > recommend? And is there anything more complex available to run over
> > TCP/IP, such as SMB capability or an NFS client?

> Most of this is adressed in the Quick FAQ. You could use either STinG (a
> modern STiK replacement) or MiNTnet to do this.

Erm... not quite. StinG has neither NFS nor Samba.

MiNTNET has both of these. http://yescrew.atari.org/
is a good place to start for info on recent mint stuff.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

1941. Re: In Search of JIM KENT (Cyber Paint)Lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7gcjt5$brci$1@spnode25.nerdc.ufl.edu>
Source record: 79668

I am glad other people here appreciate how great Cyber programs
are on ST and could be on Falcon!

I think that it would be great if we all wrote e. mail to the
programmers of Cyber and ask if it would be possible to allow current
atari programmers to use the Cyber sources. I guess we loose nothing by
trying :)

Thanks, Raymond

PS. It is mostly the ADO automated multiframe picture editing what makes
Cyber such a great program for video editing and animation.

1942. Re: In Search of JIM KENT (Cyber Paint)Lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7gcjvo$d356$1@spnode25.nerdc.ufl.edu>
Source record: 79669

I am glad other people here appreciate how great Cyber programs
are on ST and could be on Falcon!

I think that it would be great if we all wrote e. mail to the
programmers of Cyber and ask if it would be possible to allow current
atari programmers to use the Cyber sources. I guess we loose nothing by
trying :)

Thanks, Raymond

PS. It is mostly the ADO automated multiframe picture editing what makes
Cyber such a great program for video editing and animation.q

1943. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <3729656020701bc0@lvdi.net>
Source record: 79670

On Fri 30-04-1999 07:24, Paul Nurminen scribbled:

>However, I don't notice any speed increase or any real difference - other than
>the fact that the first time I disconnected, it "bombed" (I forget what MagiC
>calls the particular error, but with 1.15 it happened about 2 out of 10 times,
>and I was hoping 1.20 would have solved that little problem, but no. So much
>for first impressions!) ;^(

I haven't seen that one in awhile (though I *used* to see it
regularly), but I do have the occasional lockup during the
negotiating handshake. I lose the mouse pointer and then get a very
hard lockup. That is, no way to reboot via the keyboard and even the
reset button is shakey. Unfortunately, v1.20 didn't help.

>And by the way, the reason a "bomb-when-disconnecting" annoys me so much is
>that once that happens, I can no longer connect to my ISP unless I reboot and
>reload STinG. It will dial, then begin negotiating, then just hang.
>Interestingly, it will work [post-bomb] if I dial my other ISP that uses SLIP.
>But as I said, in order to connect again [after a 'bombed' disconnect] with my
>PPP ISP, I have to reboot/reload STinG.

Personally, if I get any kind of crash, I want to reboot at the next
available opportunity, even if everything SEEMS fine. You're just
playing with fire using a system that has crashed. It may LOOK fine,
but some ugly things could be lurking.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1944. Yipppppeeee!!!

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gcl60pro2@news.campuscwix.net>
Source record: 79671

Okay, okay, some of you can go ahead and say "I told you so"
but...

I've posted several times about my Ram problems with my Nemesis
installation. Well, I had not tried Nemesis "HI" since I upgraded
to HDDriver v7.61 from ICD's Pro Utils v6.5.5...

So, guess what? It works fine in Nemesis "HI" now!!! Yipppeeee!

Hard to believe that hard disk software would interfere with a
CPU upgrade but, there it is. The proof is in the pudding and
all that...

I'm now running at 800 x 608 x 256 colors, with a CPU speed of
25mhz, bus 25mhz, FPU 50mhz, and DSP at 50mhz...my, my, my,
but MiNT is even snappier now! I can just imagine what Jo Evens'
AB040 or K.Ellis' Centurbo2 equipped Falcons are like! ;-))))))

BTW, has any Falcon owners with a C2, and a FPU, running MiNT,
tried out the MP3 software yet? Thanks!

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

1945. Re: HARD-DISK DYING

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <3729C838.96FE6B3D@ping.be>
Source record: 79672

Uwe Seimet a *crit :

> SCSI level has nothing to do with the bus width. Bus width and SCSI
> level are not coupled, you can buy almost any combination.
> SCSI-2 and SCSI-3 are backwards compatible to SCSI-1-CCS. The current
> version 7.7 of HDDRIVER already uses certain SCSI-3 commands if
> supported by a device.

Thank you very much for this valuable information, I really needed it to
understand completely what I can and cannot do.

Jo
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

1946. FS: ST Software/etc.

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <7gco2v$2pv$1@nnrp1.dejanews.com>
Source record: 79673

For Sale:
Everything comes complete in original box

IMG Scan
scanner for ST computers
fits into cartridge slot
scans pictures through printer head
includes image capture software
reads Degas or Neochrome files

$25

Art and Film Director (Epyx)
graphics and animation
for the ST

$15

Publishing Partner
DTP for ST
text and layout tools

$10

All of the above for $40

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1947. FS: SC1224 monitor

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <7gco5a$2qm$1@nnrp1.dejanews.com>
Source record: 79674

For Sale:

SC1224 color monitor
in very good condition

$40

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1948. FS: Atari Drawing Pad w/software (8bit)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <7gco8r$2u3$1@nnrp1.dejanews.com>
Source record: 79675

For Sale:

Atari drawing pad for 8bit XL computers
in original box w/drawing software cartridge
and manuals

$25

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1949. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3729e561$0$496@news.zetnet.co.uk>
Source record: 79676

>You failed to describe your setup - I know nothing about MagiC PC.
>
>Rgds, Derryck

Ahem !! I said in the first mail it was for MagicPC so I didn't fail :-)
Kevin

1950. Re: Belgian FTP site???

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3729E802.5F126943@village.uunet.be>
Source record: 79677

Hi Guido,

Guido Goebertus wrote:
>
> Hi all,
>
> I don't seem to get connection to this site at all.
> What am I doing wrong?
> I'm using Magic/Cab2.7/Fiffi, besides TOS (for CAF).
> Any help would be appreciated!

hmmm, that's strange... it's still full ops. Did you try a ping to the
site when you could logon?

The address still is : ftp://193.190.205.13/atari/

When did you try to access it. The site was down a moment this week. But
I think it wasn't on Monday or during the week-end.

--
Saka -- Karl Samyn
ir telecommunications

1951. Re: How to Convert ASCII-Text from Atar

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3729dc8e11f0f641@holleman.demon.nl>
Source record: 79678

on Fri 30-04-1999 11:43 Rein Bakhuizen van den Brink wrote:

>Can you adjust tables so every ISO-8859-x [or any other 8-bits
>codepage] can be used??
>The Papyrus mapping files are excellent and Pap.demo is for free
>Isn'tit???

Rein, it is!

Sheer coincidence, but I picked up 7.09A demo from ROM's site this
afternoon. I was on 5 demo, that one crashed at printing.
This one doesn't, but reports bus-errors when I try to adjust the printer
stuff. Prints are fine, tho'.

I think it will be the first S/W I'm gonna buy, looks really good.
I believe there is a Dutch version as well? It's about time to kiss That's
Write goodbye after all those years :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

1952. Re: FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gcsdp$bn27@news.ajou.ac.kr>
Source record: 79679

On 29 Apr 1999 11:00:09 , Steve Stupple wrote:

>
>It will run under TOS 2.06, so I presume it'll run under 2.05.
>
>
Thats good to know.

>
>With the female connection and a few small components, you can add
>another 2 floppy drives to your Atari;)
>
Yes this is possible.
>
>Which cartridge is it? They produced 2, one big and one small? That's
>why I've been after an external drive with a pass-through port on it;)

It's the Big One. ;)

It is Larger than A Spectre GCR cartridge.

>
>I have the big one, and it cost me an arm and a leg here in the UK! I
>consider $100 US (around £62 GBP) as cheap!

For what it can do, it is cheap. They are hard to find.

>
>I'd be very interested in any up-to-date back up parameters that you
>have;)

Well, I have the original disk that came with the originally released
backup parameters.
Also I have several disks that update some of the files and backup
parameters.
I have about 5 different backup parameter files, the largest one
is over 10,000 bytes in size and if I remember correctly it has
at least 70 different ways to backup disks. ;)

Also on one disk is 2 programs called Happy20 and Happy30 which
gives a sector by sector display when backing up a disk.
I think it is also sometype of disk editor as well.
I've not really used those programs. If any one has, any details
on them and how they work as compared to the original program
used to backup disks would be helpful.
>
>Anyway, I'm going to stick my nose in, as it sounds like the big one;)

>
>The cartridge can also hold a clock, the schematic shows what you need
>and the instructions are good; you could lose that clock cart.:)
>
>On top of that it has room for 2 EPROM's for a cartridge. This is mainly
>for the use of A MAC emu. and has instructions how to fit AND software
>to read and write the disks.
>
>Their is NO reason why a couple of DIL or ZIF sockets can be fitted and
>your choice of cartridge chips fitted instead.

I plugged it into the STe last night and messed around with it a bit
more. The docs also describe how to use MAC 128K Roms in the Happy
cartridge. ;)

>
>The backing up of disks is this it's selling point. It can back up ANY
>disk from Amiga, PC, Mac. and Atari.. maybe more. What's more it can put
>the data into a file! Just think about all those hard to come by
>protected programs, being able to put them in a file and stick them on
>CD!!!

Yes, it is suppose to be able to copy just about anything.
I'm not sure about high density disks. I only have the standard
double density drives for my STe.

It would be great if the Happy Discovery Cartridge would work on
the Falcon. Has anyone tried that?

I had forgot about the ability to copy disks into a file. :)
Steve you have given me a good idea. ;)
Mostly I just used the cartridge to back up some of my most
used disks that have copy protection on them.
Floppy to File is interesting. ;)

Not sure if I want to sell it now or not. ;)

Steve, Can you copy Floppy to File directly to a hard drive?

>
>I don't usually stick my oar in on items other people have for sale. I
>thought it would be an idea to know what it CAN do from someone who has
>one and not just the seller.

I don't mind anyone sticking their oar into my waters as long as they
are trying to help.
Thanks for the info Steve,

> Cheers! for now
> Steve <><
>
> The Atari Software exchange: asx.atari.org
>Email: steve@steverosie.demon.co.uk

>Nick: Mocknbird Tel: 0870 7402517
>ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

phantomm@kih.net

1953. Tari clear out

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <92048185_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 79680

I'm having a clear out.The wife's orders.So the following items are
open to offers.
Hardware
Reno 2 speed external CD Rom drive,includes all cables ect but no
manual, Works fine with extendos.

240 meg external Hard drive

Software.
Pagestream 2.2e complete
Easytext Pro (vector)
Knife st
Universal item selector
Imagecopy 4
Positive Image 2 (sold)
Us robotics 14400 modem (external)

Mail me private Please, I do'nt want to clutter up the group...
uk only (sorry)

ALB
Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it

1954. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3729fe68$0$491@news.zetnet.co.uk>
Source record: 79681

>Seems CHGRES.PRG stores its settings in C:\AUTO\NVDIPC.INF. Only the
>predefined resolutions are in the binary. Since the format of this
>INF file is unknown to me, I think you can just erase it and reinstall
>the resolutions you're actually using. There are no other useful info
>in this file as far as I can tell.
>
>Regards Vassilis

AhAh yes that's it thanks, who would have thought it went there ? I did
look but it is a lot of stuff that doesn't make sense. now you don't
happen to know why I can't connect with it.I think I have the settings
right but my modem seems to be ignored
Kevin

1955. Private Atari sales postings

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gcsp4$bn28@news.ajou.ac.kr>
Source record: 79682

I have never seen any complaints about folks selling
there no longer used Atari stuff in comp.sys.atari.st.

Just wondering since I myself post stuff for sale
from time to time if this is acceptable to
everyone that reads this group?

Not breaking any laws or anything by posting
Atari stuff for sale are we?

phantomm@kih.net

1956. Re: How to Convert ASCII-Text from Atar

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gd0gi$91s$1@news1.xs4all.nl>
Source record: 79683

On 30 Apr 1999 17:34:52 , Louis wrote:
>on Fri 30-04-1999 11:43 Rein Bakhuizen van den Brink wrote:
>
>>Can you adjust tables so every ISO-8859-x [or any other 8-bits
>>codepage] can be used??
>>The Papyrus mapping files are excellent and Pap.demo is for free
>>Isn'tit???
>
>Rein, it is!
>
>Sheer coincidence, but I picked up 7.09A demo from ROM's site this
>afternoon. I was on 5 demo, that one crashed at printing.
>This one doesn't, but reports bus-errors when I try to adjust the printer
>stuff. Prints are fine, tho'.
>
>I think it will be the first S/W I'm gonna buy, looks really good.
>I believe there is a Dutch version as well? It's about time to kiss That's
>Write goodbye after all those years :-)

I'm still using TW3.1d [got TW4 as well but somehow it doesn't appeal to me]
for daily article writing when it comes to converting outside-Atari stuff or combining]
text with pictures I use papyrus [7.5 office = word+base].

Gtx, Rein

P.S.

schrijf je ook eens op:

atari-nederland@egroups.com

Inschrijven met atari-nederland-subscribe@egroups.com

P.S.2

ondanks je instructies in ST krijg ik Okami niet aan de praat
Graag wat extra uitleg liefst voice [071-5212950]

1957. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gd0nb$91s$2@news1.xs4all.nl>
Source record: 79684

On 29 Apr 1999 21:25:45 , Jos den Bekker wrote:
>
>I'm glad to say that Wolfram Roesler and I have come to an agreement
>about the further development of Okami.
>
>I will continue developing the program and am allowed to distribute it
>on my own terms.
>
>This means that version 2.0 can now be officially released. You can
>download it from
>
>http://www.xs4all.nl/~josdb/okami.html
>
>There will also be a beta test version 2.1 up soon.

Would you be so kind and find some time to explain
an old lame and sitting duck how to get your programme
to work :))

Gtx, Rein

1958. Re: FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <8515BDAC0gK3Ewxm@steverosie.demon.co.uk>
Source record: 79685

In article <7gcsdp$bn27@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
writes

>Also on one disk is 2 programs called Happy20 and Happy30 which
>gives a sector by sector display when backing up a disk.
>I think it is also sometype of disk editor as well.

Any chance of a copy, I don't think I have these programs;)

>
>Yes, it is suppose to be able to copy just about anything.
>I'm not sure about high density disks. I only have the standard
>double density drives for my STe.

I have to try it one day;)
>
>It would be great if the Happy Discovery Cartridge would work on
>the Falcon. Has anyone tried that?
>
>I had forgot about the ability to copy disks into a file. :)
>Steve you have given me a good idea. ;)
>Mostly I just used the cartridge to back up some of my most
>used disks that have copy protection on them.
>Floppy to File is interesting. ;)
>
>Not sure if I want to sell it now or not. ;)
>
>Steve, Can you copy Floppy to File directly to a hard drive?
>

You sure can. Using the U or W, the one that records the timing, you can
expect a file in excess of 2 meg;) only a hard drive can cope with it!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1959. Re: Private Atari sales postings

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <wZ665EA85gK3EwSS@steverosie.demon.co.uk>
Source record: 79686

In article <7gcsp4$bn28@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
writes
>I have never seen any complaints about folks selling
>there no longer used Atari stuff in comp.sys.atari.st.
>
>Just wondering since I myself post stuff for sale
>from time to time if this is acceptable to
>everyone that reads this group?
>
>Not breaking any laws or anything by posting
>Atari stuff for sale are we?
>

Hi

I've never had any bad responses when I have posted items. I think the
only time the good folk of this group will complain is if you advertise
10 items with 10 postings.

Oh yes! and having no mention on the authors location in the signature
file!

Thinking about it, I must apologise as I haven't posted anything for
sale for a while;))

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1960. HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <boKg1IA$RhK3EwF1@steverosie.demon.co.uk>
Source record: 79687
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

I'm using HD driver v7.51 with an ICD Link II and I can't get it to see an MO optical drive or one of my Pioneer multi CD changers; I couldn't get it to see a PD drive either!!

I have even tried the devices on their own.

The ICD software detects them! But I want to use the DOS compatibility mode that HD Driver offers.

Anyone got an idea! I've been fiddling for nearly 5 hours and getting a little ######## ###!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

1961. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199904300705.a37055@wun.maus.de>
Source record: 79688

Hallo Ashley!

AS>Any solutions anyone?

Has there recently been a modem upgrade at the provider? E.g. are the reported connect rates higher (V.90 type, 44000 or above)? In this case, the connection might be unstable, forcing the modem to try a retrain immediately after connect. In that case, the initialization will time out because during retrains there is no data transfer possible.
If this is the case, you could try to set the maximum connect rate to a lower speed, e.g. 44000, or even disable V.90.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1962. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925509592.25598.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 79689

kevin dermott wrote in message <3729fe68$0$491@news.zetnet.co.uk>...

[MagiC-PC]
>now you don't
>happen to know why I can't connect with it.I think I have the settings
>right but my modem seems to be ignored

If you sort this out, let me know. I can get STinG to dial and connect, but then it slows to a crawl (if it starts at all) and stops. The irritating thing is that I couldn't get it to work at all at first, then it did work, then it stopped again. Never been able to work out why.

If you can't get any response from the modem at all, the only thing I can think of is that MPC's COM port setting might be set to use the wrong port. Even if everything else is wrong I would have thought you could send a dial string to the modem if that was set correctly.

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1963. FS:Cubase 3.1 Atari

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: erikdan@dreamsoft.com
Message-ID: <7gavvhitb1@nnrp1.dejanews.com>
Source record: 79741

Includes Modules(Score,Mixer,Ips,etc)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1964. FS:Atari Mega ST2 w/Cubase

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: erikdan@dreamsoft.com
Message-ID: <7gb00biti1@nnrp1.dejanews.com>
Source record: 79742

Atari includes 4mb of ram,monochrome monitor,mouse,
cables,other software too.
Cubase 3.1 Includes Modules

-----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1965. Re: In Search of JIM KENT (Cyber Paint)

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: prunus@post3.tele.dk
Message-ID: <7gam23$o8i$1@news.inet.tele.dk>
Source record: 79743

>From: guitarra@afn.org
>Date: 29 Apr 1999 20:54:18 GMT
>
>From: guitarra@afn.org
>Subject: In Search of JIm Kent?

For all I know, he has been doing something for the Autodesk company. At least
he did a conversion program that handles most Amiga, Atari and some more, formats. It was
running on a PC. He might have been a part of the Powell Group
that is now doing 3D Studio Max. Try a search for kinetix.com or is it
kinetic.com ? I havn`t been abel to track Jim Kent on the internet yet.

Most of the guys from Antic is in the Powell Group. Tom Hudson,- Gary Powell and some more
I can`t remember, but I havn`t seen Jim Kents name there.
Anyway,- I remember the first time I had a look at 3D Studio on a PC, it had the look and
feel of CAD3D and the Cyber Studio on a ST.

I told my college at work, that this program looks like something developed by Jim Kent and
Tom Hudson on a ST, and certainly, it was.

Naturally they,- my college, didn`t know who I was talking about, so I told em.
And almost naturally, they didn`t belive me, as always when I spoke about what was possible
on a ST.

> I dream of having a program Cyber Like in high ress for Falcon! (Apex is >missing Cyber's
ADO effects)

Have you ever had a look at NEON? Or try xenomorph, it ain`t the same, but it
works with 3D2 files.

cheers

Joergen

Surfing with CAB 2.7 on a Atari Falcon 030 3, powered by MagiC v. 6.0.
http://home3.inet.tele.dk/prunus/

1966. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-04-30 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7gau7qhmq1@black.interact.net.au>
Source record: 79744

Ronald,

First, thanks very much for your detailed response.

I should have included a few more facts.

My DEFAULT.CFG settings are essentially those from the STinG release -

```
ALLOCMEM = 100000 (I think this is 160,000 in the release)
#
THREADING = 50
FRAG_TTL = 60
#
ICMP_GMT = -60
ICMP_AD = 10
ICMP_FLAG = 0
#
TCP_PORT = 1024
MSS = 2000
RCV_WND = 5000
DEF_RTT = 50
DEF_TTL = 128
TCP_ICMP = 1
#
UDP_PORT = 1024
UDP_ICMP = 1
```

The TT's Serial 2 at 115.2, the MSTe's at 57.6 although 115.2 seems to work ok.

Under STinG 1.15 the STinG Port CPX reported an negotiated MTU of 576.

Under STinG 1.15 the MSTe was nearly as fast as the TT. That is, the MSTe was readily achieve > 2,700 bytes/second with the same settings that I am using for STinG 1.20

I'll try some more experiments and report further.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1967. Re: Before Dawn...

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: t.wellicome@zetnet.co.uk
Message-ID: <372b3a64$0$9535@znews.zetnet.co.uk>
Source record: 79545

Before Dawn always seemed pretty stable to me, I never had any
problems with it, exept when I tried to run it in conjunction with
Silkmouse (Mouse Accelerator etc) whereupon it hung as soon as the
screen saver became active.
I found the lack of colour a bit boring though and switched to Screen
Artist, which is pretty stable and a lot more intresting....

Thomas Wellicome

On 1 May 1999 03:35:35 G, Jim Krych wrote:

>I have seen the review in ST+ Fanzine issue 36. My question is
>this: will this allow video mode changes without producing
>cherry bombs? My Falcon has had a terrible time with several
>screen savers that would work in one mode alone. If I tried to chang
>the mode, the computer would adjust the screen, but as soon as I
>moved the mouse, the system would crash. I am very wary of
>screensavers, right now, and would like to know if Before Dawn
>is a stable program, and will not crash my system, when going
>from one mode to the next.

>Regards,

>Jim W. Krych
>.

1968. Re: intre active colsure

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925581466.6714.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 79546

kevin dermott wrote in message <372aec7e$0$492@news.zetnet.co.uk>...
>sad
>Kevin

Very.

Thanks to Joe for keeping it going this long.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1969. FPU on MegaST?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7gfj9fada1@nnrp1.dejanews.com>
Source record: 79547

Greetings all,

I have heard that it should be possible to add an FPU to the Mega ST. Is this so? I have recently bought a Mega ST4, but I wonder where the FPU would fit?

Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

------------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1970. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925589559.23174.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 79548

Paul Williamson wrote in message <372b1038$0$491@news.zetnet.co.uk>...
>Hi all,
>
>I have got an HTML file with some text in it that I want to include in an
>E-mail. Does anyone know if there is an easy way of converting this to
>"plain text" without using an editor and laboriously removing all the
>HTML format details ?
>
>I have looked at all the menu items in CAB (2.7) and can't see anything.
>I have also got a windoze machine and IE 4 available if that helps, but I
>would sooner use my Hades. (Running single TOS if that is relevant.)

If you are using an editor which has wildcard search/replace (eg Everest),
just search for <*> and replace with nothing. This will clear out the vast
bulk of the HTML, just leaving a few special character entities (the ones
which start with &).

Or you could use something like HTML-Help to convert to ASCII.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

1971. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <372afaa034398760@lvdi.net>
Source record: 79549

On Sat 01-05-1999 05:34, Paul Nurminen scribbled:

>It's just a bit of a pain in the ass when you connect with STinG, download
>your e-mail with POPwatch, then log off to go read and reply to your mail in
>NEWSie, only to have STinG "bomb" on disconnect. So then you go on and
>answer your mail in NEWSie, save it, then:

Hmmm...I wonder if that's why I haven't had that happen lately -- I
haven't used NEWSie in quite awhile. Maybe there's a conflict there.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

1972. Re: ST to VGA Adaptor?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372b6f75$0$496@news.zetnet.co.uk>
Source record: 79550

On 29 Apr 1999 22:14:41, "Darren" wrote:
>I have a ST Color to VGA MULTISYNC cable that a friend made for me YEARS
>ago.. But I do think the monitor MUST be a Multisync. I used it on a NEC 2a
>Back then, and to tell you the truth, the monitor was too detailed for it,
>You had to squash the screen down to get rid of the scan lines. (black lines
>through the screen) made it look unsolid..
>

Those cables will work with any multisync that will go do wn to 15kHz..most
only go down to 30kHz and can therefore only handle ST Mono...

>Brain Roland wrote in message <925428869.297.60@news.remarQ.com>...
>>Maybe it was in my imagination...
>>Weeks ago I believe I read that somone in these news groups sells
>>ST mono to VGA adaptors? Could you email me details on how to get
>>one whomever you were? Can ya take VISA?

I sell them in the UK, they are 15 UKP each, sorry cheque or PO
only....email me if interested....I can make ST-SCART cables and other
types as well...

chrisc

1973. Atari Emulator question

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: Clair Shaw <Clair@shaw1.freeserve.co.uk>
Message-ID: <ViArfqAUG2K3Qw84@shaw1.freeserve.co.uk>
Source record: 79551
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Which emulator am I best getting for programming?

(Can you please DON'T reply to c.s.a.s., as my mail program doesn't seem
to like that group)
--
||| Clair Shaw (aka. CDS) | Clair@Shaw1.freeserve~co~uk /-- +-\ +--
/ | \ http://surf.to/shaws | ICQ: 104335 ANTISPAM^ ^ | | | |__
/ | \ IRC: #atari, #shaw1 | BOT: CDSbot (/msg ~hello) __ +_/ __|
"So, what do you think, Mr Hankey?","No! You die!!"

1974. Re: Want to Buy or Trade for these item

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gfqg2$f1t2@news.ajou.ac.kr>
Source record: 79552

On 1 May 1999 07:31:17 +, Steve Stupple wrote:
<Edited>

;)

Well, actually I think I live on Earth according to most Scientist.

But with some of the folks I have seen lately, I'm beginning to
think I live on Mars with all the Nuts. ;)
LOL.

I think they call this place America, USA. Where I am currently
located. :)

phantomm@kih.net

1975. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <372b7e5b$0$494@news.zetnet.co.uk>
Source record: 79553

Thanks for all the suggestions to help with the above. I was just going to try some of them when I got a copy of HTML2TXT in my mail box which has done the job.

Cheers

Paul

1976. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7gfun3sdc1@sun27.hrz.tu-darmstadt.de>
Source record: 79554

Hi!

John Whalley <news@whalley.demon.co.uk> wrote:
> If you are using an editor which has wildcard search/replace (eg Everest),
> just search for <*> and replace with nothing.

Careful, depending on how the expressions are matched, you'll completely mess the text up. The important question is: does the matching engine search for the smallest or the largest possible match?

An example. Assume you have an HTML line like this:

I don't like Mondays

Now, does "<*>" (or "<.*>", which is a regular expression) match just "" and then "", or does it match "I don't like Mondays"? Both is correct, since the expression just said to match a "<" followed by zero or an unlimited number of any characters, and finally closed with ">" - it didn't say not to match ">" for "*" (or ".*").

Real regular expressions (like in vi, sed, awk, ...) usually choose the leftmost longest match, which is the complete line in the example.

To be on the safe side, search for "<[^>]*>" and replace it with nothing. Of course, this only works with regular expressions and means: Match "<", followed by zero or an unlimited number of any characters, but not ">", closed with ">".

I know this looks awful, but once you get used to regular expressions, you really miss them in editors that don't support them. And note that they are not only useful for programmers, as this example shows.

Finally, if you have a working port of sed, the "Stream EDitor" (a UNIX filter, i.e. it reads from and writes to a stream, where a stream may be a file, the keyboard/screen, a device, and so on), you can easily remove HTML-tags (but still not the ISO entities) with

sed -e 's/<[^>]*>//g' < file.html > file.txt

from within a CLI like Mupfel.

Ciao

Thomas

P.S.: One important drawback of regular expressions: It's relatively easy to write them, but never even think of understanding them again when you look at them some time later ..

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de

1977. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905012127.a37166@wun.maus.de>
Source record: 79555

Hallo Ronald!

RA>Have you tried networking the two machines over MIDI ?

I tried today with my two Falcons, but no go :-(

- there came no midi.stx with sting 1.20
- on one of the two falcons, neither stingport.cpx nor dialer offer the midi ports
- on the other one, the port is available, albeit there is no midi.stx, too. But it seems not to be working either, because when I watch the midi port on the other machine with a terminal program (starcall), I won't see any byte coming in. I've been trying it with the dialer's "ping" function. Once connected (success="direct") and ping initiated, the statistics window showed bytes going out, but they did not arrive at the other machine.

I've got my local intranet working between the milan and one of the falcons, but I'm not able to bring the second falcon on-line. I can't use the lan ports due to lack of appropriate cables, so I'm stuck on midi for now :-(

Configuration: Milan 040 with MiNT/M.AES, 2x Falcon 030 with MagiC 5.13 each. Modem connected to modem2 port of the Milan, one Falcon connected with it's modem2 port to serial2 on the milan. The two falcons connected together with midi cables. HSMODEM on all machines. With a terminal program on both Falcons, the midi link works okay in both directions.
STinG Version is 1.20 for all three machines.

I got yet another problem: any time I connect to my ISP, the first try will fail. This means, the modem will connect okay, the ppp negotiation works (got IP), but then no single byte comes in. Disconnect, try to reconnect: no response from the modem. Quit dialer, restart dialer: connect is possible again, and everything works.
Must be some strange problem with my MiNT setup, but I don't know where to look at :-(

btw, i'm looking for this hsminst.xdd thing and also for rsvx.prg. Tried 5 to 6 search engines on the web today, with no result. HELP!

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

1978. Re: Atari Online News, Etc. #0109

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xjW4a9a.dpj@delphi.com>
Source record: 79556

Pat,

You're welcome - we appreciate the kind words.

-Dana @ A-ONE

1979. Massive Atari ST SALE!

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: Internet Newsgoups <nicknbea@ptinet.net>
Message-ID: <7gglak$kb1$1@elwha.ptinet.net>
Source record: 79557

I'm finally letting loose of over a decade long collection of Atari ST hardware and software. A Mega ST4 with HD and a 1040STf. DTP package with a hand scanner. MASSIVE amounts of the best commercial software. All original with disks and manuals. Games, programming languages, music programs, educational, a bit of everything
Its all listed on eBay
www.ebay.com

Search in Computers for "Atari ST" or do a Seller Search for "beesmart".

Happy Bidding!
Nick Berry
former president of S*P*A*C*E
Seattle Puget-Sound Atari Computer Enthusiasts

1980. ST For Sale + Philips Monitor in UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: ianblack <ianblack@breathemail.net>
Message-ID: <372b54c1@news2.vip.uk.com>
Source record: 79558

STFM For Sale
520 + 2Mbyte RAM expansion
Philips CM8833 Mk2 Colour Monitor
About 150 s/w disks including art, word processors, games, spreadsheets,
etc., etc.
£50
ianblack@breathemail.net
I live in Hertfordhire, England

1981. Re: STIK-II (was "Stik help")

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <lyJW2.26649$811.508896@news.tpnet.pl>
Source record: 79559

>>Some time ago I heard rumours about a STiK-II being released. It was supposed
>>to feature both PPP and CHAP. (Chap is still unsupported in STinG AFAIK)
>>
>>Is this STiK still being developed?
>
>Yes, it is.
>
>Michael White (michael@fastlane.net)

Some details maybe ? (like - who developes it, when it could be relased ?)

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1982. Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: rozmusm@piwo.bl.pg.gda.pl
Message-ID: <pyJW2.26650$811.508896@news.tpnet.pl>
Source record: 79560

Hello all !

I'd like to replace Monaco font (under NVDI) with something else like fonts supplied with Thing or Jinnee.

I copied these fonts to GEMSYS folder and edited ASSIGN.SYS (manually and using ASSIGN.PRG). After reboot i get ... standard atari font.

What's wrong ?

Maciej Rozmus
++
INTRA sp z o.o. Y U A S A, O E R L I K O N
ul. Kadlubek 15a Akumulatory do systemow zasilania awaryjnego
32 - 500 Chrzanow Sprzedaz + montaz + diagnostyka
Polska/Poland
++

1983. Re: In Search of JIM KENT (Cyber Paint)Lets Unite!

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-dejanews.com>
Message-ID: <7ges24ott1@nnrp1.dejanews.com>
Source record: 79690

In article <7gcjt5$brci$1@spnode25.nerdc.ufl.edu>,
guitarra@afn.org wrote:
IF the source Still Exist... It would be great!! That was/is a great program.
it would kick some butt if it was able to run an a Falcon!

Rob

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

> I am glad other people here appreciate how great Cyber programs
> are on ST and could be on Falcon!
>
> I think that it would be great if we all wrote e. mail to the
> programmers of Cyber and ask if it would be possible to allow current
> atari programmers to use the Cyber sources. I guess we loose nothing by
> trying :)
>
> Thanks, Raymond
>
> PS. It is mostly the ADO automated multiframe picture editing what makes
> Cyber such a great program for video editing and animation.
>
>

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

1984. Re: CONCERNED ABOUT COLLEGE COSTS?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7gfacd$b0p$1@news.ncal.verio.com>
Source record: 79691

```
On 1 May 1999 03:17:04 G, "Abby" wrote:
>
>I'd like to share a website that has
>helped me find a lot of financial resources.
>
>It discloses over 1000 different scholarship
>sources. Alternative ways to pay off student
>loans and reduce college tuition costs ...
>
><A HREF="http://www.galaxymall.com/education/funds/">An Insider's Guide to
>Outsmarting College Costs and Getting free government grants and
>scholarships
></A>
> www.galaxymall.com/education/funds
>
>Hope this helps.
>
> - Abby
>
>.
Dear Abby

Will this help me get into an exclusive Atari Computer school so
I can learn Mint and Midi?

Seriously, even if this post is not about Atari, I find it
usefull because we are sending our Daughter to college next year
and we have to look into these things. So thankyou.

Tim
**************************************************
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

**************************************************
```

1985. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <372b2fbe$0$491@news.zetnet.co.uk>
Source record: 79692

On 1 May 1999 14:31:20 G, Paul Williamson wrote:

|I have got an HTML file with some text in it that I want to include in an
|E-mail. Does anyone know if there is an easy way of converting this to
|"plain text" without using an editor and laboriously removing all the
|HTML format details ?
|
|I have looked at all the menu items in CAB (2.7) and can't see anything.
|I have also got a windoze machine and IE 4 available if that helps, but I
|would sooner use my Hades. (Running single TOS if that is relevant.)

Save the file under CAB, then load the demo version of Papyrus 7,
load file again and export as ASCII or RTF or whatever.

John Logan

1986. Chatting with MICQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <372b3148$0$494@news.zetnet.co.uk>
Source record: 79693

Hi All,

Is it possible to chat in real time with MICQ? I can send instant
messages to people but not too sure if I could Chat.

Someone messaged me and asked me to Chat but I thought that was what I
was doing when I sent messages.

I am still learning what ICQ is so any help would be greatfully
received.

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

1987. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-01 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <372b3a64$0$9533@znews.zetnet.co.uk>
Source record: 79694

On 30 Apr 1999 07:05:00 , Ekkehard Flessa wrote:

>Has there recently been a modem upgrade at the provider? E.g. are the reported
>connect rates higher (V.90 type, 44000 or above)? In this case, the connection
>might be unstable, forcing the modem to try a retrain immediately after
>connect. In that case, the initialization will time out because during retrains
>there is no data transfer possible.
>If this is the case, you could try to set the maximum connect rate to a lower
>speed, e.g. 44000, or even disable V.90.

I am using a 28k8 bps modem on my Falcon030 with the serial .cpx set
at 19k2 bps - for some reason I can't understand I can't get a
reliable connection at a faster serial port speed than this - and yes
I am using HSModem (does anyone have any ideas on *this* problem!) and
my friend uses a 14k4 bps modem on an STe with the serial .cpx also
set at 19k2 bps. STinG reports at connection at 19200 bps, before the
initialisation times out :-(

So trying to run at too high a speed shouldn't be an issue ;-)

Thanks for the suggestion though :-)

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

1988. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372ba2e6$0$493@news.zetnet.co.uk>
Source record: 79561

>Sorry, the description of your second problem is not so clear. If I
>assume that your modem is not responding at all from MagiC PC, then
>the first thing to check is the 'Settings/Serial Interface' menu (I mean
>at the PC part of MagiC ;-) If it is OK (correct COM port, a decent
>speed and active), then we can try to find the problem with the ATARI
>software (STinG, IConnect, CoNnect etc). If you give us more info
>of course ;-)
>
>Regards Vassilis
>

well the port settings are ok ,I'm using the drivin and mfp that came
with MagicPC,I copied the Sting set-up and scripts from my falcon
altering the modem 2 port entry to modem 1,it doesn't even attempt to
dial
Kevin

1989. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <372ba489$0$493@news.zetnet.co.uk>
Source record: 79562

On 1 May 1999 05:34:25 G, Paul Nurminen wrote:
>NNTP-Posting-Host: p-830.newsdawg.com
>X-Newsreader: NEWSie Version 0.94 (Atari)
>Lines: 75
>Xref: master.news.zetnet.net comp.sys.atari.st:158697
>
>On 30 Apr 1999 08:41:40 , Terry May wrote:
>
>>Personally, if I get any kind of crash, I want to reboot at the next
>>available opportunity, even if everything SEEMS fine. You're just
>>playing with fire using a system that has crashed. It may LOOK fine,
>>but some ugly things could be lurking.
>
>It's just a bit of a pain in the ass when you connect with STinG, download
>your e-mail with POPwatch, then log off to go read and reply to your mail in
>NEWSie, only to have STinG "bomb" on disconnect. So then you go on and
>answer your mail in NEWSie, save it, then:
>

First of all I tend not to log off POPwatch but leave it running in case
any more mail comes in whilst I'm downloading ng with Newsie or using
CAB.

If I get bombs with STinG when I do log off POPwatch or it happens
anyway, I simply "tidy up" in MagiC and everything works fine again and
I get no re-occurence of the bombs.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

1990. Re: Atari STE ZIP Upgrade Board!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372ba5e8$0$491@news.zetnet.co.uk>
Source record: 79563

>
>I can't remember the actual link but if you bought any of the special
>offers in ST Review Go Direct supplied them. I think the company
>finished when Compo also finished.

It was Compo under another name same adddress and phone number
Kevin

1991. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7ggb56$896$1@black.interact.net.au>
Source record: 79564

Ronald,

There is something that I should find very useful if some kind soul
could produce it.

It would be:-

A list of STinG configuration variables

classified by

Those variables that must be set
Those variables that may optionally be set

Those variables that, if set, must be set in DEFAULT.CFG
Those variables that, if set, must be set in DIAL.SCR
Those variables that may be set in either file.

At present I reboot to change ISPs. I suspect that this may not be
necessary but at present I have ISP specific things in DEFAULT.CFG

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

1992. Re: Before Dawn...

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <7ggbjt$5cv$1@remarQ.com>
Source record: 79565

Jim Krych (ab453@cleveland.Freenet.Edu) wrote:

: screensavers, right now, and would like to know if Before Dawn
: is a stable program, and will not crash my system, when going
: from one mode to the next.

Works fine here...

Stock Falcon 030, 14meg, VGA, FPU, MagiC 6.1, NVDI 5.

Brian

1993. FS: 1-MEGA ST2 & 1-STE1040 Fully Loaded +

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: JSF <jsfcomsrv@vcnet.com>
Message-ID: <tbSW2.525$9d4.29136@monger.newsread.com>
Source record: 79566
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Please visit http://www.vcnet.com/jsfcomsrv/Inven99.html
Used equipment for sale in excellent condition!
PC Cards
Software
Black & White 12" Monitors
Printers
Atari Systems **********
Music & MIDI
Handmade P-Bass
Pictures are available
This is a private Sale!
Once these items are sold - that's it!
Thank you,

Please Visit http://www.vcnet.com/jsfcomsrv
Click the picture icons for ---
The Main CD-Page with FREE samples of Original/Eclectic music on 3-CDs or
Uncle Tom's Folk Music History Page or
Guitar Lessons and more.

Thank You

Note to the Newsgroup Leader or Webmaster:
If this material is offensive, spam or a problem to be listed here, please
contact me at jsfcomsrv@vcnet.com and I will remove myself from your group.

Thank you,
Jerry S. Faigin

1994. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372c29703bc13a0@oden.se>
Source record: 79567

Hi David,

on Sat 01-05-1999 02:20 David Leaver wrote:
>
>I received and responded to Charles Silver's message before I received
>yours. Now I'm a smidgen confused.
>
>First, I had misunderstood your instructions in the STinG 1.20
>release. I thought that the STinG Port CPX was unchanged. I have since
>disabused myself of that belief. So ignore my comments about the CPX
>crashing. I'm back in business there again. But (I'm on the TT now -
>haven't had a chance to try the MSTe yet) MTU is 1,500 on Serial 2.
>(Is my memory as bad as that???)

You did report an MTU setting of 576 for both your machines earlier.
If that was based on data from the MSTe then this could explain some
of the difference in their performance. The MSS size difference would
almost triple the overhead costs of IP and TCP headers for all large
block transfers.

>Second, I have never taken much interest in STinG Protocols CPX. I
>thought that it was for local stuff only.

That is not the case, but normally one should not need to manipulate its
values, since they are all initialized by DEFAULT.CFG too. That makes
use of this CPX optional. It is very useful when making experiments to
find the best values to use, but once those are found there is no real
reason to use the CPX. Just make sure that DEFAULT.CFG has all values.

>MSS is shown for TCP as 273
>(again this is on the TT and I am currently on line).

Eh ? But that is a nonsense value !?!
That should make transfer extremely ineffective.

You should edit it to be MTU-40, or in this case 1460.
(And don't forget to save it.)

Also, since you seem to be unsure about it, doublecheck with your ISP
that they allow an MTU of 1500. If not, use the largest that they do
allow, and use a value 40 units lower than the MTU for the MSS. Then
check that your RCV_WND setting is at least a little more than twice
as large as MSS. My own setting is quite a lot larger (about 8 times),
but RCV_WND must not exceed 32767, because it is stored as a 16bit
'signed' value.

Finally go through all settings for both machines, both in DEFAULT.CFG, CPXs, and DIAL.SCR, checking that all settings are identical except for the local port IP numbers. The latter must differ of course, to make a LAN functional.

After that I hope you will finally get consistent performance from the two machines. I can see no reason why they should not work equally well, except at the top BPS speeds which only the TT is fast enough to cope with.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1995. Re: STinG 1.20 - Where's the old TCP.STX

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372c29703bc13a1@oden.se>
Source record: 79568

on Sat 01-05-1999 05:22 David Leaver wrote:

>I'm getting deeper into the mire.
>
>As I reported in my last message, I had misunderstood Ronald's
>instructions about the STinG Port CPX. I have now fixed that, on both
>machines. That enabled me to sort out my confusion about MTU. I should
>have sworn that both ISP came up with 576, but in fact
>Dynamite/NetInfo gives 1,500 while Alphalink gives 576.

Oh...
IIRC this is the first time you have mentioned having two ISPs.
That means that you must use two different dialer script files, and
each must contain the correct MTU setting for the ISP to be used.

>Installing the correct version of the CPX had no observable effect on
>the TT, apart from letting me see what is going on. However the efect
>on the MSTe has been very odd. Alphalink (MTU = 576) now works
>tolerably well. CAB typically reports speeds > 2,000 bytes/second.
>However, Dynamite (MTU = 1,500) is now worse. Whereas previously data
>arrived slowly but steadily, now it comes slowly and with breaks.

This may be be due to MSS mismatch. The setting in CPX and DEFAULT.CFG
should match the higher value allowed by your ISPs. It will always be
limited to the currently active MTU-40 anyway, and if MTU is correctly
set in your dialer scripts this will adapt the MSS automagically. This
means that you should set MSS to 1460, both in DEFAULT.CFG and in the
CPX (and make sure that both are saved to disk).

According to another recent post your CPX setting for MSS was 273, and
that was probably a major factor in your problems. The 'automagical'
adaption of MSS only works downwards, when MTU-40 is lower than the
preset MSS. If MSS is preset lower than that, this preset value will
be enforced, which in your case would lead to inefficient handling of
packets, and that effect would be much worse with Dynamite's MTU.
(So this time the differencies begin to make some sense.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1996. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372c29703bc13a2@oden.se>
Source record: 79569

on Sat 01-05-1999 06:54 Tony Cianfaglione wrote:

>
>Well, almost a year later and I still can't get STinG 1.15 to set up and
>work properly.
>
>7 different people sent me their configurations and all 7 are completely
>different.

Hardly 'completely' different since some values are fairly standard, such as 'FRAG_TTL' etc, that no ordinary user needs to experiment with. But of course a lot of things need to differ for different users having different needs. Some use STinG both for Internet access and for local networks, and those will naturally use more complex setups.

>I finally got it dial in but it negotiates successfully with absolutely
>nothing - at least not my ISP. Starting CAB or telnet renders and

Which CAB.OVL and which telnet program do you refer to ?

CAB itself is not a client of STinG, or of any other TCP/IP stack. CAB handles all such needs through the CAB.OVL, of which many versions exist. The CAB.OVL supplied with CAB itself by ASH does not work with STinG. Instead you will need either the CAB.OVL written by Dan Ackerman or the one written by Olivier Booklage. Links to both of them can be found on my STinG pages. (My homepage URL is in my SIG below.)

>'resolving host error' in both

Since your other remarks make it very clear that your login was never completed, it is obviously not possible to contact the DNS server to resolve host names. An error message is what you should get here.

>as although it told me it's connected, it's not.

I assume that you are talking about the CAB.OVL here. All CAB.OVL use some test for connectivity that is meaningless relative to STinG. In a local STinG network it is possible to reach web servers even if not connected to any ISP. The correct method is to configure CAB.OVL to believe that it is always connected. Attempts to contact URLs on Internet will still give error messages when no route to them exists (ie: when not logged in to ISP).

>It won't allow mw to change ICMP to TCP and save it.

I don't see what you mean. ICMP and TCP are entirely different protocols, and exchanging one for the other is not possible. The only dialogs where both names appear is where you select the protocol for which you currently wish to view version data or edit parameters. You have misunderstood the

purpose of that selection. It is not to activate a protocol, since _both_
protocols have to be active, for normal transfers to work.
(ICMP is used for error messages of both UDP and TCP.)

>It refuses to
>save 'STING.PRT' anywhere at all, simply giving a 'file i/o error'.

I am quite certain that you are wrong in this, or have corrupt files,
or that you have forgotten something really basic, like setting up
the STinG module path in STING.INF. I have never before heard anyone
complain of an inability to save STING.PRT, and I have been involved
with STinG beta testers since before the first STinG was released to
them. This inability is due to some problem at your end.

>Every time I change the control panel settings, it won't let me save any
>of the changes and resets them back to the basic (incorrect) settings as
>soon as I exit.

Which CPX ? STinG is supplied with four different CPX.

But again, it is quite clear that you mistake 'selection' for 'activation'.
The purpose of STNGPORT.CPX (for example) is _not_ to activate a single
port and set its parameters. Instead it allows setting the parameters of
all ports, and one of the parameters is the activation, since STinG does
allow simultaneous use of all ports for local networks.

The port to be used for ISP dialup, however, should _not_ be activated in
the CPX, since that will be done automagically by the dialer, provided that
it has been properly configured of course.

>I also got a 'numerical character or dot expected (Ignored!) and a 'Hmm'
>button (whatever that's supposed to be.) What does this message
>mean and what is it looking for?

It means that you have used the macro command $GET_IP in a dialer script,
in such a way that the data it receives from the ISP is not a proper IP
address in so-called 'dotted IP' format. Such an IP must consist of four
groups of digits separated by dots (eg: 191.43.120.1).

Scripts of this kind are usually not needed for a PAP login, so when this
is the case you should simply erase all the script entries.

>What is wrong with STinG

Not much, as far as I know. :-)

>and why is it so hard to set up. I set up my PC PPP in 15 minutes.

That is not comparable. Those simple PPP packages, so easy to configure,
have only one single purpose, which is to connect you to the Internet.

STinG on the other hand is a full-fledged TCP/IP networking stack, with
the ability to connect to other such networks, including the Internet.
If you have to compare you must choose something with the same purpose
to compare with, such as the networking parts of Windows NT, Linux, or

something like that. And they are not easier to set up than STinG is.

>A year later, still no STinG! GAD!

STinG is here, but it needs to be configured as a networking system,
since that is what it is. Attempting to configure it simply as a
primitive dialup utility is bound to fail.

>The instructions don't help either.

Have you really read them ? All of them ?

I know that the doc's need improvement, but you seem to have missed
the basic purpose of STinG, and that should not be possible if you
have read the entire hypertext.

>Anyone else like to try?

Actually many already have, with successful results, and I'm sure that
if you give it your best shot you can do so too. My comments above
should help clarify some of your problems, so I advice you to try again.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1997. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372c29703bc13a3@oden.se>
Source record: 79570

on Sat 01-05-1999 21:27 Ekkehard Flessa wrote:

>Hallo Ronald!

Hi Ekkehard,

>RA>Have you tried networking the two machines over MIDI ?
>
>I tried today with my two Falcons, but no go :-(

Ok, but try again ! I'm sure we can sort this out.

>- there came no midi.stx with sting 1.20

It is not needed for simple Midi networks, and in fact that module has never
been completed. The one included in the earlier releases was just a rough
skeleton driver that lacks a lot of stuff needed to make it useful.

At present Midi networks suffer a packet delivery delay of a full packet
transfer multiplied by the number of machines in the ring between sender
and receiver. With the MIDI.STX (if it ever is completed) that delay can
be cut to a single byte transfer multiplied by the number of machines.

But delay is not all that important in an IP network, as long as the BPS
rate is decently high, and the 31250 BPS of the Midi ports make them the
fastest serial ports available on standard ST/STe machines.

>- on one of the two falcons, neither stingport.cpx nor dialer offer the midi
>ports

The first means that you have missed installing the HSModem module MIDI.PRG,
and that explains the rest of your problems described below.

The dialer will never offer "Midi" as an alternative for modem dialup, as
the "Midi" port is not able to control a modem. It lacks the extra I/O
lines needed, and the voltage levels are completely wrong.

>- on the other one, the port is available, albeit there is no midi.stx, too.
>But it seems not to be working either, because when I watch the midi port on
>the other machine with a terminal program (starcall), I won't see any byte
>coming in. I've been trying it with the dialer's "ping" function. Once
>connected (success="direct") and ping initiated, the statistics window showed
>bytes going out, but they did not arrive at the other machine.

First, I don't see what you mean by connected. One does _not_ use the dialer
to 'connect' to other machines on the LAN. They should remain connected at
all times, so they need to be activated in STNGPORT.CPX. The dialer tools
can then be used for these IP addresses too, without using the 'connect'

button.

In this particular case no communication is possible, however, since you did
not have any "Midi" port on the other machine. For this you must install
the HSModem module MIDI.PRG, and it must start last of the HSModem modules.

You must also use SETTER.TOS to enlarge the buffers of MIDI.PRG, since the
default size is only 256 bytes, and the MIDI ports have no handshaking.
I use transmit buffers of 4 KB and receive buffers of 16 KB.

----- snip ----- re: your setup

Sounds fine to me. I think all problems will clear up once you install and/or
activate MIDI.PRG on the second falcon.

>I got yet another problem: any time I connect to my ISP, the first try will
>fail. This means, the modem will connect okay, the ppp negotiation works (got
>IP), but then no single byte comes in. Disconnect, try to reconnect: no
>response from the modem. Quit dialer, restart dialer: connect is possible
>again, and everything works.
>Must be some strange problem with my MiNT setup, but I don't know where to look
>at :-(

I don't know either. I don't use MiNT much, but I test stuff under it now
and then, and I do not get this problem

Still, you could try connecting the modem to one of the Falcons instead.
Since they use MagiC that might work better.

>btw, i'm looking for this hsminst.xdd thing and also for rsvx.prg. Tried 5 to 6
>search engines on the web today, with no result. HELP!

Well, I hope someone else can help you with those.
I've never used either. What are they needed for ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1998. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372c29703bc13a4@oden.se>
Source record: 79571

on Sun 02-05-1999 01:52 David Leaver wrote:

>Ronald,

Hi David

>There is something that I should find very useful if some kind soul
>could produce it.

Ah, but that's the rub of course.
Someone will have to take time to do it, and it has to be someone
that knows all of it and exactly how STinG uses it.

>It would be:-
>>A list of STinG configuration variables classified by
>
>Those variables that must be set

For the present, assume that all variables present in the DEFAULT.CFG file
distributed with STinG are needed, in the sense that you should not remove
them, though you may edit their values. And never edit a numeric value if
you are not sure what it stands for.

>Those variables that may optionally be set

That set is extensible, since some are defined by clients, and ignored
completely by the kernel. The kernel is just used to store and fetch
such variables, but it doesn't care what their values are.

>Those variables that, if set, must be set in DEFAULT.CFG

For now, assume those in the distributed file are needed.

>Those variables that, if set, must be set in DIAL.SCR

Similarily, assume that all variables used in the distributed DIAL.SCR are
needed, except for user defined script lines which are to be erased to get
pure PAP login. Also, avoid manual editing of the file. The dialer can
be used for all changes needed, except the extra environment variables
(needs more work by Peter) and will never remove a required variable.
It will also retain extra environment variables that you have placed
properly in the file with a text editor.

So, save the commented original file somewhere, and then use the 'Configs'
dialogs of the dialer to make most changes. Saving an altered script file
kills the original comments, but it does group all settings sensibly, and
also adds a header comment to each group.

To enter extra STinG environment variables, use a normal editor to insert them under the header comment "# Network Environment", in the same form that the variables in other groups have.

>Those variables that may be set in either file.

Optional variables may be used in either file, and duplicates are allowed, since the values defined by a dialer script file then replaces the values defined by DEFAULT.CFG.

>At present I reboot to change ISPs. I suspect that this may not be
>necessary but at present I have ISP specific things in DEFAULT.CFG

I assume this means that you have different DEFAULT.CFG files as well as different DIAL.SCR files. Only the latter are really needed. Everything defined in a dialer script file will at dialup time replace corresponding things that were setup at boot time from DEFAULT.CFG, or such as were set by a CPX when XControl (or equivalent) started up.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

1999. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925637654.18556.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 79572

kevin dermott wrote in message <372ba2e6$0$493@news.zetnet.co.uk>...
>well the port settings are ok ,I'm using the drivin and mfp that came
>with MagicPC,I copied the Sting set-up and scripts from my falcon
>altering the modem 2 port entry to modem 1,it doesn't even attempt to
>dial

Clutching at straws here, it's not a drive mapping problem is it? By which I mean, are your STinG files on the same "drive" letter under MagiC-PC as they were on the Falcon? If not, have you changed the relevant .INFs to point to the new locations?

Apologies if you've been round this particular mulberry bush before.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2000. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925637655.18556.1.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 79573

Hi,

Thomas Binder wrote in message <7gfun3sdc1@sun27.hrz.tu-darmstadt.de>...

>John Whalley <news@whalley.demon.co.uk> wrote:

<snip>

>I don't like Mondays
>
>Now, does "<*>" (or "<.*>", which is a regular expression) match just
>"" and then "", or does it match "I don't like
>Mondays"? Both is correct, since the expression just said to match
>a "<" followed by zero or an unlimited number of any characters, and
>finally closed with ">" - it didn't say not to match ">" for "*" (or
>".*").

AFAICR Everest will look for and then .

That said, the other way is similar to the brain dead way MS Word's wildcard search and replace works since v6 (v2 worked a la Everest IIRC). Drive's you mad - who in their right mind would want to delete half the document, when there is a matching string a few characters long? Especially when you only use this sort of thing when replacing several similar strings: if you really wanted to replace half the document you'd just select it and replace it...

>I know this looks awful,

It's one of the things which really puts me off Unix variants: Linux sounds great in terms of available apps, flexibility, stability and politics, but having to deal with stuff like this:

>sed -e 's/<[^>]*>//g' < file.html > file.txt

is enough to put you off for life!

I can (and have) used CLIs and appreciate their uses for scripting etc, but that kind of thing is being obtuse for the sake of it...

>P.S.: One important drawback of regular expressions: It's relatively
> easy to write them, but never even think of understanding them
> again when you look at them some time later ..

:-)

TTFN
John

--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2001. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372c29581348230@tripnet.se>
Source record: 79574

On Sun 02-05-99 01:04 (GMT) Trevor Spencer wrote:

>>It's just a bit of a pain in the ass when you connect with STinG, download
>>your e-mail with POPwatch, then log off to go read and reply to your mail in
>>NEWSie, only to have STinG "bomb" on disconnect. So then you go on and
>>answer your mail in NEWSie, save it, then:
>>
>
>First of all I tend not to log off POPwatch but leave it running in case
>any more mail comes in whilst I'm downloading ng with Newsie or using
>CAB.
>
>If I get bombs with STinG when I do log off POPwatch or it happens
>anyway, I simply "tidy up" in MagiC and everything works fine again and
>I get no re-occurence of the bombs.

I have often got 2 bombs when disconnecting STinG. Then if I try to
run the dialer again everything locks up.

But, since removing the default route in my ROUTE.TAB no more bombs!
It's been 4 days now and I'm hoping for the best.

I have the dialer setup to "add default route through port". If the
default route is already present in ROUTE.TAB there might be a problem
with adding another one. Don't know really.

If you only use STinG to connect to your provider (no LAN) there is no
need for a ROUTE.TAB at all! Also delete STNGPORT.CPX and STING.PRT as
they only make sense on a local network.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2002. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372c29581348232@tripnet.se>
Source record: 79575

On Sun 02-05-99 01:52 (GMT) David Leaver wrote:

>Ronald,
>
>There is something that I should find very useful if some kind soul
>could produce it.
>
>It would be:-
>
>A list of STinG configuration variables
>
>classified by
>
>Those variables that must be set
>Those variables that may optionally be set
>
>Those variables that, if set, must be set in DEFAULT.CFG
>Those variables that, if set, must be set in DIAL.SCR
>Those variables that may be set in either file.
>

If you only use STinG to connect to your isp (no LAN etc.) and you are logging in with pap and get the nameserver address from the isp it's very easy:

Delete or rename to eliminate wrong configs:

C:\CPX\STNGPORT.CPX
C:\CPX\STNGPROT.CPX
C:\STING.PRT
C:\STING\ROUTE.TAB

Copy a fresh DEFAULT.CFG from the STinG distribution!

In the Dialer - configs - port parameters:

IP Address: empty
MTU 1500
PAP ID and Password
PPP checked

and don't forget to click on "Accept"

In the Dialer - configs - Addressing:

(User name, full name and domain are not used by STinG itself but other program may use the settings.)

Check "Request name servers from remote"

Click "Accept"

In the Dialer - configs - Phone & ISP Cost:

Number: If empty first click on "Add" (sic!), enter number and click on "Accept". If a number is already present, change it and click "Accept".

In the Dialer - configs - Miscellaneous:

Select the serial port to the one your modem is connected to.

Check "Add default route through port" and click "Save" to save the settings in DIAL.SCR

In the Control panel - STinG Internals

Check "Active" and save.

In the Dialer:

Click on "Enable" and "Connect" and enjoy your new setup :-)

>At present I reboot to change ISPs. I suspect that this may not be
>necessary but at present I have ISP specific things in DEFAULT.CFG

Don't touch DEFAULT.CFG at all!

I have tried to run with two isp:s as well and it works perfectly. I don't even have to restart the dialer itself. I simply diconnect, disable, click Configs and doubleclick on the filename to select the new one, close the config window and connect to the other isp. Just tested while writing this, btw.

I'm running Geneva-Neodesk.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2003. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372c29581348231@tripnet.se>
Source record: 79576

On Sat 01-05-99 21:27 (+0200) Ekkehard Flessa wrote:

>Hallo Ronald!
>
>
>RA>Have you tried networking the two machines over MIDI ?
>
>I tried today with my two Falcons, but no go :-(
>
>- there came no midi.stx with sting 1.20

MIDI.STX is only a dummy. This module will (if it gets written) provide
a "circular" ring network with several computers.

To use MIDI to connect only two computers the MIDI port is treated just
like any other serial port. You will need the hsmodem MIDI.PRG present
in your AUTO folder.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2004. SH205 Driver search

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: ubehning@bremnet.de
Message-ID: <7sqcbYK2lgm5-pn2-D7mYeMCFGI1b@localhost>
Source record: 79577

Hello!

I have here a Atari SH205 Hard Disc, but not the Driver to format etc.
the Drive.

Can anyone send me the Tools, or get me a Site whre I can download the
Driver?

Thanks

Ulrich Behning

2005. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372c39e1$0$492@news.zetnet.co.uk>
Source record: 79578

>Clutching at straws here, it's not a drive mapping problem is it? By
which I
>mean, are your STinG files on the same "drive" letter under MagiC-PC as
they
>were on the Falcon? If not, have you changed the relevant .INFs to point
to
>the new locations?
>
>Apologies if you've been round this particular mulberry bush before.

yes but narrowed it down a bit as the commis prg connect can dial ok
Kevin

2006. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925647152.6333.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 79579

Tony Cianfaglione wrote in message <7ge8ed$2bo$1@News.Dal.Ca>...

>Well, almost a year later and I still can't get STinG 1.15 to set up and
>work properly.

<snip>

>Anyone else like to try?

No guarantees, but you might like to check my step-by-step guide at:

http://www.whalley.demon.co.uk/atari/texts/stingset.html

It might at least throw light on something you've missed.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2007. WTB: MEGA-STE motherboard

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990502151200.10609A-100000@hal.fishpool.fi>
Source record: 79580

Years ago, Toad advertised some MEGA-STE motherboards that were complete
machines, less ram SIMM, TOS roms or power supply.

I recall someone buying their overstock on those, but cannot seem
to find the link about it. Does anybody know?

I want to build myself a tower-mounted fileserver, so I would rather
start with a motherboard than having to disassemble a MEGA myself.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2008. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <372c61deaef810@mail.otenet.gr>
Source record: 79581

on Sun 02-05-1999 01:53 kevin dermott wrote:

>well the port settings are ok ,I'm using the drivin and mfp that came
>with MagicPC,
>
Which MagiC PC version ?

>I copied the Sting set-up and scripts from my falcon
>
I assume it's a working setup and has been copied with the same folder
structure.

>altering the modem 2 port entry to modem 1,it doesn't even attempt to
>dial
>
Can you see your TR led on your modem changing state when you click on
'Enable' on the Dialer ?
Do you get any message when you click on Connect ?

Also, is your laptop a Pentium? How fast ?

Hmmm, many questions, but don't forget that MagiC PC is an emulator
(ok, ok, an alternative OS ;-) but has to emulate a MC68000 on the PC,
and if it's not fast enough, interrupts are slow and can definitely
cause problems to STinG or even HS-MODEM modules.

For comparison, I'm using it on a 90MHz old Pentium, COM2 port at
115200bps (Modem 1 for MagiC PC) with downloads hardly below 5000cps.

I'm also using BNeT or FTP Server to connect to my TT and Falcon
without problems (although I had problems with STinG 1.15).

Last note: make sure your cable to the modem uses all signals
ie RTS/CTS etc and that you have set SERIAL.CPX to the speed you
have in MagiC's settings and the 'FlowCTRL' is RTS/CTS.

Regards Vassilis

2009. Re: Atari Emulator question

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr6mjr.iipxlde4k37uN@max02-083.enterprise.net>
Source record: 79582
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Clair Shaw <Clair@shaw1.freeserve.co.uk> wrote:

> Which emulator am I best getting for programming?

NoSTalgia and PowerST - for Macintosh of course :-)

Steve

MacGamer UK - http://web.ukonline.co.uk/macgamer/

2010. Re: Atari STE ZIP Upgrade Board!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <mcbvoMA+tFL3EwJL@steverosie.demon.co.uk>
Source record: 79583

In article <372ba48a$0$493@news.zetnet.co.uk>, Trevor Spencer
<tcjspencer@zetnet.co.uk> writes
>
>I can't remember the actual link but if you bought any of the special
>offers in ST Review Go Direct supplied them. I think the company
>finished when Compo also finished.
>
>Is this an old board you've got or a new one? I've still got the old
>STReview mags if you want me to go through them and see if there is any
>mention.
Hi

I've not idea, it's in an STE in a Desktopper case I bought! I don't
under stand why a separate board that takes up 2 SIMM slots and has 2
meg onboard would be needed to upgrade to 2/2.5 meg!!! And then has
another 2 SIMM slots on it's board; wouldn't it be easier, and cheaper,
to upgrade it will 2 SIMM's directly in the STE!! Unless it has another
purpose!

According to the fitting instructions, I can't find any.

I would be more than grateful if you could find which mag it's in, if
any. I have all but 2 ST Reviews, I started selling up before I realise
that the Atari user had trouble finding software;) and I sold 2 copies:(

At the present I am battling against the effects of the drugs I'm on, 2
kids, and trying to get something on my web site along with sorting the
former LAPD library disks out.

>
>6 MB ATARI STe with Veloce+2
>NVDI TOS 2.06 MagiC Thing
>

Can you also give me some info on how to increase the STE's memory
beyond the 4 meg max.? as I see yours is above;)

Thanx
--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2011. WTB: MEGA-STE motherboard

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <9cup4RAqxFL3EwLl@steverosie.demon.co.uk>
Source record: 79584

In article <Pine.LNX.3.96.990502151200.10609A-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> writes
>Years ago, Toad advertised some MEGA-STE motherboards that were complete
>machines, less ram SIMM, TOS roms or power supply.
>
>I recall someone buying their overstock on those, but cannot seem
>to find the link about it. Does anybody know?

Yes I do. I won't give their details to anyone without their consent. I
don't think they have got any Mega STE stuff, they never told me.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2012. Re: SH205 Driver search

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <x8oqQYAw$FL3EwIs@steverosie.demon.co.uk>
Source record: 79585

In article <7sqcbYK2lgm5-pn2-D7mYeMCFGI1b@localhost>, Ulrich Behning
<ubehning@bremnet.de> writes
>Hello!
>
>I have here a Atari SH205 Hard Disc, but not the Driver to format etc.
>the Drive.
>
>Can anyone send me the Tools, or get me a Site whre I can download the
>Driver?

The hard drive doesn't have any special driver for it. Atari's HDX came
with the drive, this can be found on any good FTP site, BBS or PD
library;)

I found that other hard driver packages are just as good if not better
than HDX.

Any hard driver worth it's salt should do away with the need to having
the folderxxx.prg in your AUTO folder.

At the moment I can't put my finger on the disk in my library. This due
to being surrounded by disks.

I keep dreaming of posting a letter in a letterbox and a million red,
white and blue floppies fly out!!! I put 4 slices of toast in the
toasted, and 8 black disks pop up. Put a video in the vcr, instead of
the Terminator I get the 'It'll be black' Formatter! and High Society
ends up being High Density!!!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2013. Re: Annoying Tune.....

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq06rns2@news6.svr.pol.co.uk>
Source record: 79586

Muscles wrote in message <372affad$0$490@news.zetnet.co.uk>...
>> "I can't get no... satisfaction....
>> I' Can't get no... good reaction...
>> But I try...
>> But I try...
>> But I try...
>> And I try...
>> I can't get no... satisfaction!!"
>>
>
>That reminds me of something to say to a PC owner.......
>
>"Good things come to those who wait."
>
>Althought I'm not sure about the good bit ;)
>
>Muscles
>Be Strong.............
>
>

"Good things come to those who wait."

And wait.....
And wait.....
And wait.....
Then reboot...
And wait....
And wait...
And wait...
Then reinstall Windows....
And wait....
And wait...
And, oh sod it !! may as well get a ST they maybe be not P200+ in speed but
the time you save not having to reinstall every 4 days it works out a lot
quicker in the end anyway :-)

Chris.swinson@zetnet.co.uk

2014. .ST to disc prog

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq05rns1@news6.svr.pol.co.uk>
Source record: 79587

Hi all,

After ages of trying to get .ST files back to floppy I've write a quick prog to get them from a ST HD back to floppy (only limitation is that the Beta version needs around 1.5 meg of RAM to run on a ST). It will also convert discs into .ST files :-)

Anyway, Any you people in Atari land know where I can hack some of those .MSA files ? I assume there are images of some kind also ? While I'm adding the .ST code I mayaswell add .MSA code also (if its just a image ?)

www.users.zetnet.co.uk/mega.disczine/

chris-swinson@mega-disczine.freeserve.co.uk

P.S mail be direct if you would :-)

2015. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq07rns3@news6.svr.pol.co.uk>
Source record: 79588

Muscles wrote in message <7f7tsgqjb1@roch.zetnet.co.uk>...
>>I love my Atari because.....
>>
>>
>
>It's the most reliable thing that ever existed!!!!! PC's? Ha! They've
crashed
>more times than a ZX81!
>

Sounds a little like Red Drawf quote there mate :-)

Chris.swinson@zetnet.co.uk

2016. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq09rns4@news6.svr.pol.co.uk>
Source record: 79589

Muscles wrote in message <7f5nb2$j4n$1@roch.zetnet.co.uk>...
>I love my Atari because.....
>
>

What I want to know is *why* we need a reason to love our ST's ????

Chris.swinson@zetnet.co.uk

2017. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq0arns5@news6.svr.pol.co.uk>
Source record: 79590

Muscles wrote in message <7f5nb2$j4n$1@roch.zetnet.co.uk>...
>I love my Atari because.....
>
>

After using a PC for 1 day and going back to my Atari for 30 seconds I know
all to well why I love my Atari :-)

Chris.swinson@zetnet.co.uk

2018. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ghq0brns6@news6.svr.pol.co.uk>
Source record: 79591

Muscles wrote in message <7f5nb2$j4n$1@roch.zetnet.co.uk>...
>I love my Atari because.....
>
>

What I want to know is why your using a PC to post your mails here ?? ;-)

Chris.swinson@zetnet.co.uk

2019. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372c7bd5$0$492@news.zetnet.co.uk>
Source record: 79592

Vassilis Papathanassiou wrote in message
<372c61deaef810@mail.otenet.gr>...
>on Sun 02-05-1999 01:53 kevin dermott wrote:
>
>>well the port settings are ok ,I'm using the drivin and mfp that came
>>with MagicPC,
>>
>Which MagiC PC version ?
1.20
>
>>I copied the Sting set-up and scripts from my falcon
>>
>I assume it's a working setup and has been copied with the same folder
>structure.
yes same as
>
>>altering the modem 2 port entry to modem 1,it doesn't even attempt to
>>dial
>>
>Can you see your TR led on your modem changing state when you click on
>'Enable' on the Dialer ?
>Do you get any message when you click on Connect ?
no message and the modem is internal so no lights
>
>Also, is your laptop a Pentium? How fast ?
yes a pentium 11 266mhz
>
>Hmmm, many questions, but don't forget that MagiC PC is an emulator
>(ok, ok, an alternative OS ;-) but has to emulate a MC68000 on the PC,
>and if it's not fast enough, interrupts are slow and can definitely
>cause problems to STinG or even HS-MODEM modules.
>
>For comparison, I'm using it on a 90MHz old Pentium, COM2 port at
>115200bps (Modem 1 for MagiC PC) with downloads hardly below 5000cps.
>
>I'm also using BNeT or FTP Server to connect to my TT and Falcon
>without problems (although I had problems with STinG 1.15).
>
>Last note: make sure your cable to the modem uses all signals
>ie RTS/CTS etc and that you have set SERIAL.CPX to the speed you
>have in MagiC's settings and the 'FlowCTRL' is RTS/CTS.
>
>
>Regards Vassilis

I think this is something to do with sting
Kevin
>

2020. Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr6t14.1f2wfqax8lhg0N@max04-001.enterprise.net>
Source record: 79593

I've just descovered Bad Mood !

Doom on the Falcon, at last!! But it's very slow tbh, sometimes dropping
below one frame per second (oh well!), but it's cool :-)

Is development of Bad Mood continuing?
Am I running the latest versions?
And finally is there an official Bad Mood web site(s)?

Actually, I'd be very interested to see what frame rates other Falcon
owners are getting, esp those with upgraded cpu's and DSPs.
I'm running it on a standard 14mb Falcon..

I'm hooked! :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2021. Website updated

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <372c907254d5a0@zetnet.co.uk>
Source record: 79594

```
Hi All,

I have just updated my Website....

You can now download the latest versions of STiNG V1.20 and Atarirc V0.99
I have also added MICQ for STiNG.

Website address in sig.

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Ho, hum.
```

2022. Re: Don Thomas Conference!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <Ox0X2.593$PF.42737@newshog.newsread.com>
Source record: 79595

On 1 May 99 08:42:04 -05, dpj@delphi.com wrote:
|
|On Saturday, May 8th, at 8:00 p.m. EST, Don Thomas of VM Labs (formerly
|at Atari Corp. and SCEA [Sony's Entertainment Division - PSX]) will be
|our honored guest in Delphi's Atari Advantage Forum.
|
|Don will talk about Atari and a number of topics that Atari users can
|relate to - especially today's world of console gaming.
|Attendees will be able to ask questions, etc. This will be a formal
|conference.
|
|Please spread the word as we'd like to have a good crowd on hand fothe
|conference - the more the merrier!
|
|The Atari Advantage Forum on Delphi can be reached via the web at
|the following address: http://forums.delphi.com/m/main.asp?sigdir=atari
|or on Delphi at GO COMP ATA

Cool!

Y'mean that all we have to do is access Delphi via the web and we can
not only participate in the Don Thomas conference, but access the
message bases and any other chats, all without charge?? Neat!
<smile>

And how about the free personal web pages and forums?? Set up your
own web page with 5 meg of space, and/or a personal forum all without
any charge at all! It's a really great setup!

See everyone at the Don Thomas Conference! (Satrurday, May 8th @
8:00pm EST [GMT - 5:00... I think]).

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

2023. Re: intre active colsure

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gi56k$7n3$2@news.campuscwix.net>
Source record: 79596

```
On 1 May 1999 13:49:28 +, "John Whalley" wrote:
->kevin dermott wrote in message <372aec7e$0$492@news.zetnet.co.uk>...
->>sad
->>Kevin
->
->Very.
->
->Thanks to Joe for keeping it going this long.
->
->TTFN
->John
->--
->Replace news with john in email address if replying via mail
->All mail to news@whalley.demon.co.uk will be deleted
->The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/
->
->
->.
```

Whoah. Seems like I missed a post somewhere. Joe Connors' "Interactive"
setup has closed down? Since when, and why? Wasn't this kind of sudden?

Thanks...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

2024. information about atarist

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: "Guillaume R." <memor@multimania.com>
Message-ID: <01be93df$5c658620$efac24c3@derzeter.hol.fr>
Source record: 79597

Hello,

I am looking for a few things for my atari520st. Firstly, i remember this game nammed 'bratacas' made by psygnosis in 198x ; a story about some dude with a sword that needs to take a few items to win the game .i would like to know where to find it?
And i would like to know where to find many 'intros' , 'demos' that were made by a group nammed "v-max" years ago.

bye

--

http://forbidden.nothing.org
Guillaume R.

2025. HDDriver, AHDI, and XHDI

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: mhop@snip.net
Message-ID: <372c7d28.75840591@news.snip.net>
Source record: 79598

What is AHDI?
When running ICD 6.5.5, SYSINFO reports AHDI version 3.00
When running HDDriver demo, SYSINFO reports AHDI version 6.00

When reading the README file in the HDDriver demo, it mentions XHDI specification. Is ICD XHDI compliant? I don't have the registered version of HDDriver (yet) so I had to reformat my hard drive with the ICD drivers, and was wondering if they were not compliant, what are the ramifications?

mhop@snip.net

2026. Using UK TOS in the US

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: mhop@snip.net
Message-ID: <372c858e.77990119@news.snip.net>
Source record: 79599

Loaded into RAm, are there any problems I might have in the US with a
UK TOS?
Would it be better just loading the US version of 1.04?

mhop@snip.net

2027. Neodesk 3 INF files

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7gi7s2$262$1@news.ncal.verio.com>
Source record: 79600

Hello All:

Is there a way to save different .INF desktop files in Neodesk 3 for the same res?

You can do it with the regular TT/STe desktop.(Renaming Newdesk.INF to whatever you want. Example:Music.INF and LOAD INF file from the desktop. There must be a way to do it on Neodesk!

I am using a TT030 with the TTM195 monitor at 1280x960 res. Sometimes I create a cool looking pattern for my desktop, but must erase the old one before proceeding. It would be nice to save these with a different INF file, so I can create a desktop with my Midi apps, one for DTP, one for GAMES, etc.

Any info would be great.

Thanx

Tim
****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

2028. Re: Tari clear out

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: pjsmith@zetnet.co.uk
Message-ID: <40955262_000049_OASIS_NEWS@000049-zetnet.co.uk>
Source record: 79601

In article <372ba4a0$0$498@news.zetnet.co.uk>
"kevin dermott" <kdermott@zetnet.co.uk> wrote:-

>
>Peter John Smith wrote in message
><92048185_000049_OASIS_NEWS@000049-zetnet.co.uk>...
>>I'm having a clear out.The wife's orders.
>
>what are you a man or a mouse ?
>Kevin
>
>
Anyone for a Cheese sandwich,:))
Pete.

--

---
pjsmith@zetnet.co.uk
Oasis 2 User & Damn proud of it

2029. Re: .ST to disc prog

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: tconrardy@hotmail.com
Message-ID: <7gi99d$2f7$1@news.ncal.verio.com>
Source record: 79602

On 2 May 1999 15:32:08 +, "Chris Swinson" wrote:
>Hi all,
>
>After ages of trying to get .ST files back to floppy I've write a quick prog
>to get them from a ST HD back to floppy (only limitation is that the Beta
>version needs around 1.5 meg of RAM to run on a ST). It will also convert
>discs into .ST files :-)
>
>Anyway, Any you people in Atari land know where I can hack some of those
>..MSA files ? I assume there are images of some kind also ? While I'm
>adding the .ST code I mayaswell add .MSA code also (if its just a image ?)
>
>
>
>www.users.zetnet.co.uk/mega.disczine/
>
>chris-swinson@mega-disczine.freeserve.co.uk
>
>P.S mail be direct if you would :-)
>
>
>
>. Chris:

There is a utility that works quite well called ST2DISK available on
most Atari FTP sites. It is a TTP application. You drag the .ST file
to it and it writes it to a 720K disc.

I think it is available on most ST emulator sites as well.

There is another utility that does .MSA files also.

Let me know if you need any help locating the files.

Tim

****
Tim Conrardy

http://atlantis-bbs.com/dconrard/index.htm

Tim's Atari Midi World

****

2030. Re: Using UK TOS in the US

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372ca8ce$0$489@news.zetnet.co.uk>
Source record: 79603

On 2 May 1999 18:54:55 , Mike wrote:
>Loaded into RAm, are there any problems I might have in the US with a
>UK TOS?
>Would it be better just loading the US version of 1.04?
>
>
You'll probably find that spell checkers will force you to spell <COLOUR>
properly, that voice synth programs will pronounce <ALUMINIUM> propely and
that suddenly you'll have some history that dates back more than a few
hundred years ......

heh heh heh :-0))))))

chrisc
(Barbecue in waiting :-))

2031. Atari St Games Going Very Cheap

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chas <czfp@aughton.demon.co.uk>
Message-ID: <jkJe3SA2zKL3Ew6f@aughton.demon.co.uk>
Source record: 79604

For Sale -
Classic Atari St games,

Battlezone by Atari
Barbarian by Psygnosis
Terrapods by Psygnosis
Infestation by Psygnosis
Knight Orc by Rainbird
The Pawn by Rainbird
Nine Princess in Amber by Audiogenic
Captain Blood by Ere International
Goldrunner by Microdeal
Football Manager by Addictive
Toyota Celica Gt Rally by Gremlin
&
A computer language on Rom -- Fast St Basic.

All the above are boxed with instructions, ï¿½15 for the lot!
If no one wants them, I'm afraid they are going in the bin.
- -
Chas. -- the answer is 42 --
e-mail czfp@aughton.demon.co.uk

2032. Re: Using UK TOS in the US

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XSHDrPAOcLL3EwP0@steverosie.demon.co.uk>
Source record: 79605

In article <372ca8ce$0$489@news.zetnet.co.uk>, Chris Crosskey
<chrisc@zetnet.co.uk> writes
>On 2 May 1999 18:54:55 , Mike wrote:
>>Loaded into RAm, are there any problems I might have in the US with a
>>UK TOS?
>>Would it be better just loading the US version of 1.04?
>>
>>
>You'll probably find that spell checkers will force you to spell <COLOUR>
>properly, that voice synth programs will pronounce <ALUMINIUM> propely and
>that suddenly you'll have some history that dates back more than a few
>hundred years ......
>
>heh heh heh :-0))))))

Don't forget the dates: mm-dd-yy may be dd-mm-yy and the 'Z' key won't
get used as much;)))

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2033. Re: Neodesk 3 INF files

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dr6iqz.tbg6bx1mnc4duN@srry01m06-171.bctel.ca>
Source record: 79606

Tim Conrardy <tconrardy@hotmail.com> wrote:

> Is there a way to save different .INF desktop files in Neodesk 3 for
> the same res?
>
> You can do it with the regular TT/STe desktop.(Renaming Newdesk.INF to
> whatever you want. Example:Music.INF and LOAD INF file from the
> desktop. There must be a way to do it on Neodesk!
>
>
> I am using a TT030 with the TTM195 monitor at 1280x960 res. Sometimes
> I create a cool looking pattern for my desktop, but must erase the
> old one before proceeding. It would be nice to save these with a
> different INF file, so I can create a desktop with my Midi apps, one
> for DTP, one for GAMES, etc.

Use a boot manager like XBoot to handle different NeoDesk DEFAULT.INF files. You can create a library of them and have XBoot copy and rename the one needed during boot-up.

It's been a while since I used NeoDesk: I don't remember if you can simply rename and reload during the same session. In any case, NeoDesk keeps its desktop file (DEFAULT.INF) in the main NeoDesk folder.

Because of palette problems with the NOVA card, I was forced to use two different DEFAULT.INF files, depending on what video mode was to be used for that session. I kept two files in the main NeoDesk folder: NEO_8.INF and NEO_15.INF; XBoot would take one of these and copy it to DEFAULT.INF. Both files were exactly the same except the palette information was different (in your case, this could be applied to using a different background image).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2034. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925685376.27176.0.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 79607

kevin dermott wrote in message <372c39e1$0$492@news.zetnet.co.uk>...

>yes but narrowed it down a bit as the commis prg connect can dial ok

Sounds like a STinG problem then.

Something isn't right, either a path problem or a corrupt file somewhere. It might be an idea to take a copy of your settings from your Falcon stuff, delete everything and start again with a freshly-unpacked set of files, checking things like path settings in INFs etc etc.

Final straw-clutch (again apologies if you've tried these already) before trying that would be to check that you have actually got STinG loaded - you do have STING.PRG in your AUTOEXEC.BAT? If not it won't get loaded in MPC - an entry in the batch file is essential. Also, is it in the right place, ie after the HSM files and before MAGICSCR.PRG (which should be last)?

FWIW, this afternoon I tried deleting CACHE.DNS and suddenly all is well with STinG, at least with CAB - similar performance to Vassilis'. What I don't understand is that the reason I didn't try this before and assumed a general problem was that Iconnect didn't work either... daft (haven't tried it since STinG started to work).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2035. Re: intre active colsure

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925685376.27176.1.nnrp-10.9e985e5c@news.demon.co.uk>
Source record: 79608

DarkChyld wrote in message <7gi56k$7n3$2@news.campuscwix.net>...
> Whoah. Seems like I missed a post somewhere. Joe Connors' "Interactive"
> setup has closed down? Since when, and why? Wasn't this kind of sudden?

There's an announcement and explanation on the InterActive web page at:

http://www.compulink.co.uk/~inactive/index.html

It's closing at the end of May.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2036. Re: .ST to disc prog

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7gil0gqia1@news7.svr.pol.co.uk>
Source record: 79609

>There is a utility that works quite well called ST2DISK available on
>most Atari FTP sites. It is a TTP application. You drag the .ST file
>to it and it writes it to a 720K disc.
>
>I think it is available on most ST emulator sites as well.
>
>There is another utility that does .MSA files also.
>
>Let me know if you need any help locating the files.
>
>
>Tim
>
>**
>Tim Conrardy
>
>http://atlantis-bbs.com/dconrard/index.htm
>
>Tim's Atari Midi World
>
>**

Tim,

I tried ST2disk and it just moad about something or other so I decided to write my own util and it works great. I would like to see the MSA format, so if you could point me towards a FTP site then that would be geat :-)

Thanks

2037. automation/pompey

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7gil2n$qk6$1@news7.svr.pol.co.uk>
Source record: 79610

I found these discs on the little green desktop site, are there any other menus kicking around the net as automation and pompey were not the only ones around that time.

Chris.swinson@zetnet.co.uk

2038. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905020757.a37172@wun.maus.de>
Source record: 79611

Hallo Ashley!

AS>for some reason I can't understand I can't get a reliable connection
AS>at a faster serial port speed than this

very strange, indeed. I'm on 57k6 with both of my Falcons, and no probs. Did you check the settings of scc.prg in your auto folder? Receive buffer should be set to 2048 or larger. And, naturaly, drvin.prg has to be executed first, followed by scc.prg.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

2039. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7gimfd$6r7$1@News.Dal.Ca>
Source record: 79612

Can you send the actual URL for the new CAB.OVL?

Your website is extremely unfriendly to my ST using Flash 1.60 and
Lynx. I select an option on your list and just gat the same list over and
again.

Ronald Andersson (dlanor@oden.se) wrote:

> Which CAB.OVL and which telnet program do you refer to ?

> CAB itself is not a client of STinG, or of any other TCP/IP stack. CAB
> handles all such needs through the CAB.OVL, of which many versions exist.
> The CAB.OVL supplied with CAB itself by ASH does not work with STinG.
> Instead you will need either the CAB.OVL written by Dan Ackerman or the
> one written by Olivier Booklage. Links to both of them can be found on
> my STinG pages. (My homepage URL is in my SIG below.)

2040. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <372c6caee1edf91@lvdi.net>
Source record: 79613

On Sun 02-05-1999 10:24, Kenneth Medin scribbled:

>I have often got 2 bombs when disconnecting STinG. Then if I try to
>run the dialer again everything locks up.
>
>But, since removing the default route in my ROUTE.TAB no more bombs!
>It's been 4 days now and I'm hoping for the best.

I have the following in my ROUTE.TAB:

0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

>I have the dialer setup to "add default route through port". If the
>default route is already present in ROUTE.TAB there might be a problem
>with adding another one. Don't know really.

I don't think so.

As I said previously, I've had the disconnect problem in the past,
but haven't seen it in awhile. I wonder if it's related to NEWSie.

>If you only use STinG to connect to your provider (no LAN) there is no
>need for a ROUTE.TAB at all! Also delete STNGPORT.CPX and STING.PRT as
>they only make sense on a local network.

Are you saying you removed your ROUTE.TAB?
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

2041. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7gin74iks1@black.interact.net.au>
Source record: 79614

Hi, Ronald,

Let me see if I can pull some of this together.

(1) Rebooting to change ISPs

At the moment I have the following potentially ISP specific variables
in DEFAULT.CFG

MSS
RCV_WND

HOSTNAME
NAMESERVER
DOMAIN

and client stuff

E_MAIL
SMTP_HOST
HTTP_PROXY

With regard to the HOSTNAME group, you say that anything in the
example files should be left there. However I assume that since the
dialler configuration allows them to be included in DIAL.SCR, the
entries in DEFAULT.CFG are irrelevant, if the variables are included
in DIAL.SCR. Is this correct?

Since the client things are optional, I assume that they may simply be
moved to DIAL.SCR. Is this ok?

That leaves MSS and RCV_WND. If I wish to use the one DEFAULT.CFG I
can't tailor them to both ISPs. Or can I put MSS and RCV_WND in the
DIAL.SCR as well?

Leaving that for the moment, I currently set MTU in DIAL.SCR. I
started by following Peter's guidance that 576 is 'safe'. I have
discovered that even when MTU is set to 576 in my Dynamite DIAL.SCR,
the negotiated MTU shown by STinG PORTS CPX is 1,500. This leads me to
suspect that the MTU setting isn't having much effect.

Am I correct in believing that the STinG PORTS CPX shows the result of
negotiation while the STinG PROTOCOLS CPX does not? I don't think I
have ever saved anything under PROTOCOLS, but the CPX reports the
values in DEFAULT.CFG i.e MSS = 2000 etc.

(Please ignore my comment about MSS = 273. I haven't been able to
reproduce it. I can only assume that, in addition to using an old

PORTS CPX I had an old PROTOCOLS CPX on one of the computers.)

I suppose that my principal question is "Can I set MSS and RCV_WND in the DIAL.SCR?"

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2042. Re: New at The X

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Jan-Frederik_Daldrup@kr.maus.de
Message-ID: <199905022102.a59247@kr.maus.de>
Source record: 79615

Hi!

AS>The new additions will just add to an excellent site - thanks Jan :-)

Thanks! Such positive feedback is always welcome.:)

Regards,
Jan

2043. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905022256.a37217@wun.maus.de>
Source record: 79616

Hallo Ronald!

RA>The first means that you have missed installing the HSModem module
RA>MIDI.PRG, and that explains the rest of your problems described below.

well, actualy MIDI.PRG _is_ in the auto folder, after drvin, of course, and receive buffer set to 32768. In SERIAL.CPX, the midi port is visible and configurable. HSMINF10 says that it has BIOS number 1.

RA>The dialer will never offer "Midi" as an alternative for modem dialup,
RA>as the "Midi" port is not able to control a modem.

Tell this to my falcon number two. It is just sitting there in front of me, the dialer's miscellaneous dialog open and showing _Modem 2_, _LAN_ and _Midi_ in the Serial Port popup. On this machine, midi also is available in the sting port setup cpx.

RA>It lacks the extra I/O lines needed, and the voltage levels are
RA>completely wrong.

That's right, but that doesn't prevent this dialer from using it. Dialer Version 01.16, STinG Version 01.20. The latest ones, as on all three computers.

On both Falcons, DRVIN.PRG, SCC.PRG and MIDI.PRG are entirely identical. On both machines, the BS is MagiC 5.13. The only difference is in memory (number one with 14MB ST-RAM, number two with 4+8MB on a Magnum card), and in screen resolution enhacement hardware (screen wonder vs. screen blaster).

RA>One does _not_ use the dialer to 'connect' to other machines on the
RA>LAN.

You normaly don't, thats right. But nobody prevents you from doing so, and Falcon number one connects to the Milan (via Modem2 port) with either clicking "active" in the port cpx or chosing "connect" in the dialer. Where the dial.scr is set to "success-direct", of course.

RA>For this you must install the HSModem module MIDI.PRG, and it must
RA>start last of the HSModem modules.

All of these items were all right. But I found one little mistake: MIDI.PRG was sitting _after_ STING.PRG in the auto folder on Falcon one.
[MOMPL... resort... reboot #1...]

Oh, hurray! That was it! Now both Falcons show up with midi present in the STinG dialogs :-)

Well, but it doesn't work properly yet :-(
PINGing one Falcon from the other, many packets are lost or even never arrive.

Seems that they are stuck in the receive buffers of HSMODEM or wherever. I'll have to check that another day.

At least, both Falcons can see another now. So, the rest is hopefully just some finetuning :-)

RA>Still, you could try connecting the modem to one of the Falcons
RA>instead. Since they use MagiC that might work better.

It surely does. But, on the other hand, the Falcons won't allow me to use 115k2 on the serial lines. It happens to have too many errors then. So, the Milan is the better joice in that respect. I occasionally have 10000cps downloading html documents in CAB, even with normal 28k8 connects.

So, that's all for today.
Thank you very much for all your help!

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2044. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-02 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905022258.a37218@wun.maus.de>
Source record: 79617

Hallo Kenneth!

KM>You will need the hsmodem MIDI.PRG present in your AUTO folder.

Well, it actualy _was_ there, but after STING...

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2045. Re: FPU on MegaST?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7gnq51$596$1@plutonium.compulink.co.uk>
Source record: 79445

Joakim Hï¿½gberg <gokmase@my-dejanews.com> wrote in message
news:7gfj9fada1@nnrp1.dejanews.com...

> I have heard that it should be possible to add an FPU to the Mega ST. Is
this
> so? I have recently bought a Mega ST4, but I wonder where the FPU would
fit?

It is possible but you'll need to add an FPU board which plugs in the
expansion slot and includes a 68881 FPU running at 16MHz. I think I still
have one in the loft so maybe be able to sell you one if really need one.

What apps are you hoping will benefit from the FPU?

--
Regards

Joe
joe@inactive.cix.co.uk

2046. Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FB5H74.GH8@cix.compulink.co.uk>
Source record: 79495

Hi All,

I've a little problem connecting a Zip drive to my HD. I'm using an STe with a Link2 connected to my HD with HD driver v6. This works perfect until I try and add the Zip drive. No matter how I connect it or set the termination on the Zip it just won't read anything off the disks. Some ways it's sees the drive but doesn't read the disk, other ways it sees nothing all.

We recently had the same problem at our club meeting trying to get a Zip to run with an STe using HD driver v7.5 despite altering termination on Zip and HD (with expert help from Chris Crosskeys :-)) it just wouldn't go.

This is very weird as I've had my Zip connected up to my old Power Computing HD (with ICD interface) using the Link no problem at all.

Anybody any ideas?

Chris

2047. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: mtNOSPAM@telebyte.nl
Message-ID: <7gjvae$7mu$1@rubens.telebyte.nl>
Source record: 79496

```
>>and why is it so hard to set up. I set up my PC PPP in 15 minutes.
>
>That is not comparable. Those simple PPP packages, so easy to configure,
>have only one single purpose, which is to connect you to the Internet.
>
>STinG on the other hand is a full-fledged TCP/IP networking stack, with
>the ability to connect to other such networks, including the Internet.
>If you have to compare you must choose something with the same purpose
>to compare with, such as the networking parts of Windows NT, Linux, or
>something like that. And they are not easier to set up than STinG is.
>
My STinG installation was and is succesful, but it did take a lot of
effort. Could not someone make a STinG-"Light" or "Junior" that only
has that single purpose: to connect the simple Atari user to the
internet in less than 15 minutes ? I don't need all the other stuff..
**********************************************************************
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
**********************************************************************
```

2048. Re: HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <7+NIAFAlyXL3EwIP@steverosie.demon.co.uk>
Source record: 79497
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <372D479D.1FA2@ooc.de>, Uwe Seimet <us@ooc.de> writes
>Steve Stupple wrote:
>
>> I'm using HD driver v7.51 with an ICD Link II and I can't get it to see
>> an MO optical drive or one of my Pioneer multi CD changers; I couldn't
>> get it to see a PD drive either!!
>
>Did you actually activate the SCSI IDs of these devices in the Device
>Configuration window? Also check your cables and especially your
>termination. A lot of users have their SCSI chain not properly
>terminated.

>Since lots of users are using MO and PD drives with HDDRIVER (including
>myself) you can be sure that this is not a general problem with the
>driver.
>

Hi

I've tried every configuration I can think of:(

This is how I first tried it, with and without termination!

Link II - EZ Drive - CD 1 - CD 2 - CD 3 - HD - MO

At the moment I'm using this set up:

Link II - HD - MO

I sold the PD drive because I couldn't get it to work:(

I've done everything I can think of, including the device config. I
doesn't even recognise it in the ID check. Saying that, one of my CD
Changers doesn't show up but Extendos has no problem with it!!!

The only think I am not able to test and that's a different adaptor,
I've checked with 3 ICD Link II's. I've also tested it on different
machines: 2 x STE's, 2 STFM's and 1 x Mega STE, and I get the same
result!!!

What I don't understand is why under ICD's driver it's detected but
under HD Driver it's not!!!! All I need the MO for is to transfer data
from my Atari's to my pc's for plonking on CD!!!

Any help is very appreciated, I think I only have a handful of hair
left;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2049. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <yuSK0OAY5XL3Ewo7@steverosie.demon.co.uk>
Source record: 79498

In article <FB5H74.GH8@cix.compulink.co.uk>, Christopher Good
<cgood@cix.compulink.co.uk> writes
>This is very weird as I've had my Zip connected up to my old Power
>Computing HD (with ICD interface) using the Link no problem at all.
>
>Anybody any ideas?

Check your cables! I had this problem and I had ruled out the cables, I
had replaced one set of cables with another dud one. I didn't realise
until I got another device with another cable.

If that doesn't work, go systematically through your SCSI chain. Start
with just the zip drive and add other devices as you go, Some devices
just don't like the position they are given!!!

Double check your device ID's as well, I have a sticker on the front of
mine so I KNOW what their ID's are without having to struggle to find
them!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2050. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <yeUKYTAD+XL3EwL3@steverosie.demon.co.uk>
Source record: 79499

In article <372d45ed$0$492@news.zetnet.co.uk>, Mike Borsley
<mike.borsley@zetnet.co.uk> writes
> I noticed in AC 13 that Jo Even Skarstein's site
> http://www.atari.nvg.ntnu.no/ had details of a hardware hack for internal
> hostadapters that don't support parity described as :-
>
> 'Modifying the Atari hostadapters in the Mega STE and Stacy'
>
> When I tried to download this info it kept coming up with error - file
> not found. I wondered if anyone has this and could let me have a copy.

Yep! I had the same problem!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2051. Re: Latest aFTP

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gk2am$8g$1@news4.svr.pol.co.uk>
Source record: 79500

On 29 Apr 1999 14:51:09 , Ronald Andersson wrote:
>on Thu 29-04-1999 06:56 Derryck Croker wrote:

>----- snip ----- re: Is 1024 CPS absolute limit for aFTP 1.51b uploads ?
>>
>>Exactly the same here.
>
>Good. I will send ATACK instructions for how to modify their event loop

Thank you! :-))

>I can only hope that they pay more heed to this info than they do to any
>feedback mail (often never answered).

Just as long as they take some notice! :-)))

>>It also complains that it cannot create the log file,
>>but I didn't try to pin down the reason for this - perhaps it's a LFN issue
>>(I've pointed it to a LFN partition).

>In networking LFN (pronounced 'Elephan' :-) stands for 'Long Fat Network',
>which is a quite important concept. But I assume this has nothing to do
>with your use of the word (Long File Name ?).

I suppose that I should have called it a VFAT partition, as set by the VFAT
utility of MagiC.

>>Worst thing is that I loaded the previous version to retest, it flatly
>>refused to upload at all!
>>
>It could be some inconsistency in the CFG file usage. (or hotlist ?)
>After all, version 1.5b introduced the new ascii file formats.

I used the same ASCII config and hotlist from V1.5B, so there's some monkey
business going on!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2052. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gk2ar$8g$3@news4.svr.pol.co.uk>
Source record: 79501

On 29 Apr 1999 22:48:43 , Ashley Seabrook wrote:
>It has come to my attention that several people, including myself are
>having problems connecting to the Freeserve ISP using STinG :-(
No problems here, I collect newsgroups just prior to 0800 and STinG reports
a successful link negotiation within a couple of seconds.

>I am using Roy Goring's scripts from his web page, but the scripts on
>the cover disk of AC#13 fare no better :-(
The script published on that reader disk is to all intents and purposes
identical to the one that it was copied from, with the exception that I have
cut the info about the http: proxy and port number from the default.cfg and
pasted it into my dial.scr (network environment section).

The only other point is the one that I mentioned in another article in reply
to Ronald - you should really add the line DIAL_SCRIPT to the end of the
published script, there is no need to actually have any scripting!!!

There's another tweak that you can make to the script (if you have the
latest release of STinG) by removing the nameserver entries and having STinG
negotiate them for you. I rather doubt that either this or my first point
would have any influence on these reported problems though.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2053. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gk2ap$8g$2@news4.svr.pol.co.uk>
Source record: 79502

On 29 Apr 1999 14:51:08 , Ronald Andersson wrote:
>on Thu 29-04-1999 06:56 Derryck Croker wrote:

>>>Do you mean that the filename you selected is not placed in the
>>>"Dial script :" filename field,

>I see. The environment section of the SCR files is immediately above
>the "DIAL_SCRIPT" separator that must separate preceding sections from
>the login script section, even if that section is to be empty. I think
>you may have damaged or removed the DIAL_SCRIPT separator line, in which
>case the file is no longer a legal SCR file. That would make the dialer
>refuse accepting the selection and keep the old entry in its filename
>field.

Spot on <cuffs head>. I had removed that line from some of the scripts in a fit of tidying up - only a matter of luck that I'd stopped before chopping away at my main dial.scr!

This has an unfortunate knock-on. Anyone still struggling with the Freeserve dial.scr written by me and published on the reader disk of the latest issue of Atari Computing is advised to add the line:

DIAL_SCRIPT

to the end of the published script as per your advice.

To cut to the chase - all my scripts now load in correctly with that line added. Again, thanks.

>>I'm assuming that CAB is able
>>to pick up the necessary proxy from the dialer as naturally enough clicking

>It doesn't work that way. CAB doesn't know that STinG dialers exist
>(and under STiK or I-connect they don't). I think CAB asks CAB.OVL
>to get the addresses for it, and CAB.OVL uses the 'getvstr' function
>to ask the STinG (or STiK) kernel what values the variables have.

[...]

If I read you right then we're on the same wavelength - and with no need to clear inappropriate settings from the "Proxys" menu. I can't help wondering what the purpose of this section is in that case!

>>but I'd like to see it working here nonetheless, and at least you've set my
>>mind to rest that it should work.
>
>It shall indeed, and I am certain that it will for you too. We must only
>find out precisely why it has not worked for you as yet. Hopefully my

>hunch about the DIAL_SCRIPT separator is correct, in which case it should
>work once you restore that separator in each of your SCR files.

A moment's work with Everest has restored sanity! ;-)))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2054. Re: Atari ST FAQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D8E81.4299052D@directprovider.REMOVETHECAPITALS.net>
Source record: 79503

```
Eelke Blok a ï¿½crit :
>
> Hi all,
>
> I am looking for some info on the Atari 68k based machines. Could
> someone give me a pointer to a good FAQ, explaining some of the
> architectural details?
>

The Atari ST Quick FAQ can be found at http://quickfaq.atari.org

It should give you the basic idea, but doesn't go too deep inside the
hardware architecture, the ST's hardware is not that complicated: a 68K,
supported by several specialized chips (MMU, Blitter, GLU, Yamaha sound
chip, floppy controller, etc...).

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2055. Re: Private Atari sales postings

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <372dacc82512820@mail.otenet.gr>
Source record: 79504

on Mon 03-05-1999 10:24 Nicholas Bales wrote:

> Oh, that and the
>people who assume usenet is limited to their neighbourhood and forget to
>say where in the worl they are located...
>
>Nick
>
Ooops, sorry, seems I'm one of them ;-(I just (wrongly) thought that this
info is accessible from the message header (a usenet rookie ?)

Better now ? (sig might change without notice ;-)

Regards Vassilis
--
==========
Vassilis Papathanassiou, Athens, Hellas
ATARI user since 1987
Current projects: FTP Server, BNET, Ethernet driver for STinG
email: papval@otenet.gr
==========

2056. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr8ale.1y2iby8yer5wN@max04-083.enterprise.net>
Source record: 79505

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> Which version do you have? Version 3.0x is as late as I have and
> I don't think I've seen a later one. The version I have is maybe
> 2 years old now, which isn't that new really...
> http://rand.thn.htu.se/

I think I've got the same version.. hope there's a new one sometime
soon, I'll check out the web site tonight.

> This is where I've looked for updates. Its Johan Klockars home page.
> He has written some neat software, although isn't the man directly
> responsible for Bad Mood (BM is a team effort). Download MGIF v5
> as well as Bad Mood...you'll be impressed...

Will do :-)

> Its really hard to judge frame rate sometimes. Bad Mood -looks- nicer
> that ANY PC version of Doom or Doom][I've ever seen, but the frame
> rate never has gone much above 10-12 fps for me on my 14MB Falcon
> with 32Mhz 68030 (PowerUp2 accelerator)...

Nice frame rate, esp considering this is a cpu upgrade only. (er, no
offense intended). I'll get Dale to have a look at Bad Mood - he's got a
Nemesis upgrade (lucky s*d!), so it should be as good as the real thing!
:)

btw, I've had mine upto around 4/5fps, but it can often drop to around
0.2fps in some areas! :-}
I've also downloaded some other Doom engine utils too, can't remember
most of the names (but one's called DEE). Anyway, one of these is pretty
cool and you can actually play Doom like you would on a real PC/Mac!
It's slower than Bad Mood, but at least all the monsters move and you
can fire your weapon...
I've also got the midi/sound file, but my Falcon is obviously too slow
as it sounds terrible - all crackly and noisy :(

Also(!) downloaded two other games - Running and Kart - neither works!
(they sounded sooo cool too!)

One last thing (g), is there a util that can configure the ram of a
Falcon to 4mb? I've got a 14mb Falcon you see, and I'm told this itself
can cause problems - like the older 4mb ST's did.

Anyway, I'm off :) Thanks for replying.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2057. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr8axs.1kgpbcwedzchsN@max04-083.enterprise.net>
Source record: 79506

Uwe Seimet <us@ooc.de> wrote:

> Once more: Formatting is NEVER necessary since there is no difference at
> all between media formatted on PC, Mac, Atari, Amiga, Unix or whatever.
> The file systems are the only thing which is different and file systems
> are created when partitioning, not when formatting. Formatting media
> that have no bad sectors is nothing but a waste of time.

Oops! Sorry I meant initialising, not formatting. If this is done on the
Mac then the Falcon can't read it, so it needs to be done on the Falcon
first.
I too never format drives, esp when they're as big as the ones on my
Macintosh :-)

Hey Uwe, guess you're sick of seeing these posts hey?! Chill ;-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2058. Re: Chatting with MICQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7gk937ook1@athena.netset.com>
Source record: 79507

In article <372b3148$0$494@news.zetnet.co.uk>,
Gordy <tesla1@zetnet.co.uk> wrote:
>Hi All,
>
>Is it possible to chat in real time with MICQ? I can send instant
>messages to people but not too sure if I could Chat.
>
>Someone messaged me and asked me to Chat but I thought that was what I
>was doing when I sent messages.
>
>I am still learning what ICQ is so any help would be greatfully
>received.
>
>Gordy.

With Micq the answer is no. Micq doesn't support direct TCP
communications and functions only with the UDP server interface. If
someone ever decides to write a GEM ICQ clone the use of icqlib would
probably be a good plan, since it already supports TCP communications.

So... with micq. MSG yes, chat no. Unless I missed something in
the code ;)

Dan Ackerman
baldrick@netset.com

2059. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gk9eihdg1@news.campuscwix.net>
Source record: 79508

On 3 May 1999 13:17:59 +, Steve wrote:

->I've also downloaded some other Doom engine utils too, can't remember
->most of the names (but one's called DEE). Anyway, one of these is pretty
->cool and you can actually play Doom like you would on a real PC/Mac!
->It's slower than Bad Mood, but at least all the monsters move and you
->can fire your weapon...
->I've also got the midi/sound file, but my Falcon is obviously too slow
->as it sounds terrible - all crackly and noisy :(

->Steve

Hi Steve. Where did you download the one that lets you shoot and
the monsters move? (sound too?). Thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2060. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7gkcbv$475$1@news.asu.edu>
Source record: 79509

>I've a little problem connecting a Zip drive to my HD. I'm using an STe
>with a Link2 connected to my HD with HD driver v6. This works perfect
>until I try and add the Zip drive. No matter how I connect it or set the
>termination on the Zip it just won't read anything off the disks. Some
>ways it's sees the drive but doesn't read the disk, other ways it sees
>nothing all.

I got a ZIP on my 1040STfm as the main drive. Workee fine. HD-Driver is
great! I think mine is v7.1 or some such; it isn't the latest.

Don't forget that the ZIP doesn't supply Term Power, which the Link2 runs
on. You probably have this covered, but if not, and for general info, there
are various solutions to this including a kludge cable running from a
joystick port to the SCSI port on the ZIP. My personal solution is to have
a CD-ROM drive upstream from the ZIP; the CD-ROM's Term Power runs through
the ZIP and powers the Link2.
--

2061. FS/T: Atari ST games [05/03/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <373fb96f.15032976@news.nls.net>
Source record: 79510

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/03/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 8.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 8.00 Alcon (Taito)
$ 8.00 All Aboard! (Terrific Software)
$ 8.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 7.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 8.00 Auto Duel (Origin Systems)
$ 8.00 Awesome (Psygnosis)
$ 8.00 Battleship (Epyx)
$ 7.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 8.00 Blockout (California Dreams)
$ 8.00 Bobo (Terrific Software)
$10.00 Bride of the Robot (Free Spirit) -- ADULT content!

$ 8.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 8.00 Championship Wrestling (Epyx)
$ 8.00 Crash Garrett (Metal Hurlant)
$ 7.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 8.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 8.00 Dynasty Wars (Capcom)
$ 8.00 East vs. West Berlin 1948 (Time Warp)
$ 8.00 Eliminator (Hewson)
$ 8.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 8.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 8.00 Golden Path (Firebird)
$ 8.00 Goldrunner II (Microdeal)
$ 8.00 Hoyle Official Book of Games (Sierra)
$ 8.00 Hyperdome (Exocet)
$ 8.00 Impossible Mission 2 (Epyx)
$ 8.00 Jewels of Darkness (Firebird)
$ 8.00 Jupiter Probe (Microdeal)
$ 8.00 Karateka (Br0derbund)
$ 8.00 Keith Van Eron's Pro Soccer (Microplay)
$ 8.00 Knight Orc (Rainbird)
$ 8.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 8.00 Last Duel (Capcom)
$ 8.00 Leander (Psygnosis)
$ 8.00 Major Motion (MichTron)
$ 8.00 Man Hunter: New York (Sierra)
$ 8.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 8.00 Moebius (Origin Systems)
$ 3.00 Paint Pro (Abacus Software)
$ 8.00 Phantasm (Exocet)
$10.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 8.00 Police Quest 2 (Sierra)
$ 8.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 8.00 Professor Craps (Scorpio Systems)
$ 8.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 8.00 Rambo III (Taito)
$ 8.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 8.00 Rick Dangerous (Microplay)
$ 8.00 RVF Honda (Microplay)

$ 8.00 S.D.I. (Cinemaware)
$ 8.00 Savage (Microplay)
$ 8.00 Silicon Dreams (Firebird)
$ 7.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 8.00 Space Quest I (Sierra)
$ 8.00 Space School Simulator (CRL Group)
$ 8.00 Star Quake (Terrific Software)
$ 8.00 Star Wars (Br0derbund)
$ 8.00 Starglider (Rainbird)
$ 8.00 StarRay (Logotron Recreation)
$ 8.00 Stationfall (Infocom)
$ 8.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 8.00 The Advanced OCP Art Studio (Rainbird)
$ 8.00 The Colonel's Bequest (Sierra)
$ 8.00 The Games (Epyx)
$ 8.00 The Guild of Thieves (Rainbird)
$ 8.00 The Pawn (Rainbird)
$ 8.00 The Sentry (Firebird)
$ 8.00 The Viking Child, Prophecy 1 (Imagitec)
$ 7.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 8.00 Transputor (CRL Group)
$ 7.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 8.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 8.00 Wishbringer (Infocom)
$ 8.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 8.00 Zero Gravity (Microdeal)
$ 8.00 Zork I (Infocom)
$ 8.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account

#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2062. Family Tree

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <372dbe66$0$496@news.zetnet.co.uk>
Source record: 79511

Is anyone aware of a site where it is possible to search
for details of your ancestors for the purpose of making a
Family Tree? Or is this covered by Data Protection?

Regards and Thanks for any help.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2063. XHDI specs

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990503181534.11837A-100000@hal.fishpool.fi>
Source record: 79512

```
On Mon, 3 May 1999, Uwe Seimet wrote:
> Detailed information on XHDI is provided in the official XHDI
> specifiation. See http://www.muenster.de/~reschke/soft_e.html.

Those are version 1.25 specs, yet HD-Driver reports itself as 1.30,
whose details remain unavailable. Where can I read the 1.30 specs?

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/
-----------------------------------------------------------------
Intellitel Communications www.intellitel.com +358 (5) 624 3283
```

2064. Re: Chatting with MICQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <372dcc666d0fa1@zetnet.co.uk>
Source record: 79513

on Mon 03-05-99 13:41 Dan Ackerman wrote:

>>I am still learning what ICQ is so any help would be greatfully
>>received.
>>
>>Gordy.
>
>
> With Micq the answer is no. Micq doesn't support direct TCP
>communications and functions only with the UDP server interface. If
>someone ever decides to write a GEM ICQ clone the use of icqlib would
>probably be a good plan, since it already supports TCP communications.
>
> So... with micq. MSG yes, chat no. Unless I missed something in
>the code ;)

Thanks for that.I do find Micq very handy to use.It runs quite well on my
system,An Atari STE running MagiC 6.Does Micq have any other functions
other that sending instant messages?

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: ...Humor?... Laat me niet lachen!......

2065. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372ddd96$0$493@news.zetnet.co.uk>
Source record: 79514

>>I think this is something to do with sting
>>Kevin
>>
>Probably. If you can use your internal modem with other ATARI comms
>programs, then maybe you'll have to wait for the next STinG release.
>(at least the Dialer part).
>
>Regards Vassilis

I have now been able to connect with I connect but get nowhere with cab
Kevin

2066. Re: FS: Atari ST1040

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <372DA03D.323A64E9@earthlink.net>
Source record: 79515
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
For sale: Atari 1040ST
SM124 Monitor
Panasonic KXP1180 printer
Atari SX212 modem
SH204 ext 20M HD
Pagestream page layout software
Timeworks SwiftCalc ST software
C-Lab Creator Midi music sequencer
All cables, manuals, extra mouse .................$100 or Best
offer
```

2067. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dr8sur.8nm6zt1y5ieoqN@max04-017.enterprise.net>
Source record: 79516

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> Hi Steve. Where did you download the one that lets you shoot and
> the monsters move? (sound too?). Thanks! ;-)

Sure, it's by Patrice Mandin - it's none DSP though so it's very slow.

But you *can* play the game, but not very well on a bog standard Falcon!
I'm using v0.06 from November 28th 1998. This is pretty damn superb, and
I'm checking the docs in a mo to find out more information...

I can't remember where I got it from, I was at loads of Atari sites last
night you see (I new here!). Anyway, I could email it you?

btw, you sounded like you didn't believe me! :-\

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2068. FS: 1040STe + other items (US)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990503145332.04643.00000996@ngol04.aol.com>
Source record: 79517

For Sale:

1040 STe computer (internal floppy drive & power supply)
- 4 Mbyte RAM, TOS 1.6, mouse, manual, power cable, original box -$75.00

two - SM124 monitor - manual and original box - $40.00 each

Quantum P52S hard drive (52 Mbyte SCSI) with Supra host adapter & power supply
- comes with Supra software and manual, DMA cable, 2 drive SCSI cable, power cable, installed in shoebox case that will hold two hard drives
- included software installed on drive: Quick ST II, Warp 9, Diamond Back II, Universal Item Selector, Hot Wire, Ultimate Virus Killer, MaxiFile III, Diamond
Edge + original disks + manuals for all programs except Warp 9 - $75.00

two - SF314 disk drive - manual, cables, original box - $25.00 each

two - Practical Solutions monitor master - $10.00 each

All items are in great working condition and cosmetically clean and in good shape.

See something you would like to have, but don't like my price. Make me an offer, I might take it.

Terms: Continental US addresses only please. Buyer pays shipping.

Please reply via e-mail to: gwestndrf@aol.com

2069. comp.sys.atari.announce archive on the Web

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <03051999121452831 1%savetz@northcoast.com>
Source record: 79518
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st,comp.sys.atari.8bit

I have created an archive of comp.sys.atari.announce posts. The Web
page is updated daily and will contain a complete archive of posts
since the newsgroup's relaunch in mid-April.
http://www.savetz.com/csaa/

--Kevin Savetz

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
Moderator of news:comp.sys.atari.announce

2070. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FB68Fy.Fzx@cix.compulink.co.uk>
Source record: 79519

>From: Steve Stupple <Steve@steverosie.demon.co.uk>
>Subject: Re: Zip with HD and Link2
>Date: Mon, 3 May 1999 11:45:44 +0100
>Organization: The Atari Software eXchange

Hi Steve,

>>Anybody any ideas?
>
>Check your cables! I had this problem and I had ruled out the cables, I
>had replaced one set of cables with another dud one. I didn't realise
>until I got another device with another cable.

I'm using the same cable that worked with my Falcon setup ('til it packed
up). I don't see there should be anything wrong with it.

>If that doesn't work, go systematically through your SCSI chain. Start
>with just the zip drive and add other devices as you go, Some devices
>just don't like the position they are given!!!

But the Zip doesn't work on it's own though.

'til the next time,

Chris

2071. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FB68G0.G0o@cix.compulink.co.uk>
Source record: 79520

In message <7gkcbv$475$1@news.asu.edu>, dlormand@aztec.asu.edu said:
>Newsgroups: comp.sys.atari.st
>Subject: Re: Zip with HD and Link2
>Date: 3 May 1999 14:37:51 GMT
>

Hi,

>Don't forget that the ZIP doesn't supply Term Power, which the Link2 runs
>on. You probably have this covered, but if not, and for general info, there
>are various solutions to this including a kludge cable running from a
>joystick port to the SCSI port on the ZIP. My personal solution is to have
>a CD-ROM drive upstream from the ZIP; the CD-ROM's Term Power runs through
>the ZIP and powers the Link2.

I use the power from the HD or a cable from the STe if using the Zip on
it's own.

'til the next time,

Chris

2072. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e07f488e6a0@oden.se>
Source record: 79521

on Sun 02-05-1999 22:56 Ekkehard Flessa wrote:

----- snip ----- re: some Midi problems already fixed

>RA>The dialer will never offer "Midi" as an alternative for modem dialup,
>RA>as the "Midi" port is not able to control a modem.
>
>Tell this to my falcon number two. It is just sitting there in front of me, the
>dialer's miscellaneous dialog open and showing _Modem 2_, _LAN_ and _Midi_ in
>the Serial Port popup.

Oooops!
I'm afraid I described how it _should_ work rather than how it _does_ work.
Still, it does no harm to have it available in the dialog.

----- snip ----- re: more Midi problems already fixed

>On both machines, the BS is MagiC 5.13. The only difference is in memory
>(number one with 14MB ST-RAM, number two with 4+8MB on a Magnum card), and
>in screen resolution enhacement hardware (screen wonder vs. screen blaster).

None of those things should matter at all. (Unless bugged.)

>RA>One does _not_ use the dialer to 'connect' to other machines on the
>RA>LAN.
>
>You normaly don't, thats right. But nobody prevents you from doing so, and
>Falcon number one connects to the Milan (via Modem2 port) with either clicking
>"active" in the port cpx or chosing "connect" in the dialer. Where the dial.scr
>is set to "success-direct", of course.

Ok, if you insist on doing it the hard way you may of course do so.
But getting a SLIP connection this way does _not_ test that the other end
is able to communicate, as you seemed to expect it to. That kind of test
and negotiation is only done for PPP, and at present STinG does not work
as a PPP host (Like an ISP does).

>RA>For this you must install the HSModem module MIDI.PRG, and it must
>RA>start last of the HSModem modules.
>
>All of these items were all right. But I found one little mistake: MIDI.PRG was
>sitting _after_ STING.PRG in the auto folder on Falcon one.
>[MOMPL... resort... reboot #1...]
>
>Oh, hurray! That was it! Now both Falcons show up with midi present in the
>STinG dialogs :-)

Ok then, I knew it had to be something involving the HSModem boot order.

>Well, but it doesn't work properly yet :-(
>PINGing one Falcon from the other, many packets are lost or even never arrive.
>Seems that they are stuck in the receive buffers of HSMODEM or wherever. I'll
>have to check that another day.

That problem is entirely due to the fact that no handshake lines exist for the Midi port, so you have to rely entirely on TCP flow control instead. For that to work properly you _must_ raise the reception buffer size to be at least the same size as the TCP reception window (RCV_WND). Preferably it should be even higher, since several TCP connections can be open at the same time.

I use 16384 (16KB) for reception buffers, and 4096 (4KB) for transmit buffers. This has worked fine for me on all kinds of machines (ST, STe, Falcon, TT).

>At least, both Falcons can see another now. So, the rest is hopefully just some
>finetuning :-)

It should be.

>RA>Still, you could try connecting the modem to one of the Falcons
>RA>instead. Since they use MagiC that might work better.
>
>It surely does. But, on the other hand, the Falcons won't allow me to use
>115k2 on the serial lines. It happens to have too many errors then. So, the
>Milan is the better joice in that respect.

True. An unaccelerated Falcon is not a very fast machine. In fact the use one normally makes of Videl to get higher resolution often lowers effective CPU speed to the same level as an 8MHz ST, or even lower. But with a good accelerator equipped with FastRAM, the response changes drastically.

>I occasionally have 10000cps downloading html
>documents in CAB, even with normal 28k8 connects.

Yes, for pure text (like HTML) compression can reach impressive factors.

>So, that's all for today.
>Thank you very much for all your help!

You're welcome, and good luck!

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2073. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e07f488e6a1@oden.se>
Source record: 79522

on Mon 03-05-1999 06:45 Mike Borsley wrote:

> I noticed in AC 13 that Jo Even Skarstein's site
> http://www.atari.nvg.ntnu.no/

Is that address really valid. I can't resolve it from here.

> had details of a hardware hack for internal
> hostadapters that don't support parity described as :-
>
> 'Modifying the Atari hostadapters in the Mega STE and Stacy'
>
> When I tried to download this info it kept coming up with error - file
> not found. I wondered if anyone has this and could let me have a copy.

Hard to say really, since you don't give any filename.

> I did download from the same site a neat little circuit for an SCSI
> Parity generator using a 74HC280 chip. It would be nice to see any
> further detail before I have a go at it. This particular article
> recommends fitting the chip on the hard drive. Has anyone done this?

Yes, I have. The circuit you refer to may even be based on my original
design, which I later gave Martin Graiter permission to spread in a
modified version accompanied with his own instructions. Others nay have
carried on from there too of course, or even designed similar stuff of
their own. (It is a rather basic need for host adapters that lack it.)

> I would have preferred to fit it on the host adapter if possible,
> otherwise in future when changing hard drives it could mean more
> modifications to each one.

I agree completely. In fact I have myself only installed it on host
adapters, not on any drives.

Is there anything else you need to know about this ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2074. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e07f488e6a2@oden.se>
Source record: 79523

on Mon 03-05-1999 06:53 Uwe Seimet wrote:

>Paul Nurminen wrote:
>>
>> And as I sat there and time passed; 20 seconds, 30 seconds, 50 seconds, 1
>> minute [still frozen], 1:20... Then, all the SCSI devices in my system (the
>
>This is typical of a Falcon with no SCSI patches (clockpatch) installed.
>Please read the information on the driver floppy disk about this patch.

There seems to be a great variation in how effective it is on different
Falcons, and unfortunately there is no patch which gives 100% performance.

>The faster the driver, the more important it is to fix the Falcon
>SCSI/DMA hardware.

Agreed, but it would still be nice if HDDriver could recover from such an
error more quickly. On my own Falcon these problems used to be very common
despite the 'clockpatch', and remained so until I installed the Centek CT2B
accelerator recently. Each time the SCSI bus 'froze' it would take appx.
three minutes for HDDriver to recover and reset the bus. That is too long !

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2075. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e07f488e6a3@oden.se>
Source record: 79524

on Mon 03-05-1999 10:55 Martin Tarenskeen wrote:

----- snip ----- re: STinG is a TCP/IP stack, not just a dialup utility
>>
>My STinG installation was and is succesful, but it did take a lot of
>effort. Could not someone make a STinG-"Light" or "Junior" that only
>has that single purpose: to connect the simple Atari user to the
>internet in less than 15 minutes ? I don't need all the other stuff..

Yes, it would be possible to construct a limited package based on the
STinG components, eliminating some of them and with simplified docs.
But those involved in developing STinG for its real purposes do not
have time to spare for constructing such a 'light' release package.

Also, I would not feel right about releasing STinG in any form that
is so different from how Peter Rottengatter prepared earlier ones.
I would need to have such a decision confirmed by him personally.

I am, after all, only carrying on the STinG support in his absence,
and am therefore limited in my choices to the things I know that he
planned or at least approved of. Alternative STinG releases is one of
the things I know that he disapproved of, so I will not make any such.
(Unless he tells me differently of course.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2076. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e07f488e6a4@oden.se>
Source record: 79525

on Mon 03-05-1999 11:46 Derryck Croker wrote:

>On 29 Apr 1999 14:51:08 , Ronald Andersson wrote:
>>on Thu 29-04-1999 06:56 Derryck Croker wrote:
>
----- snip ----- re: DIAL_SCRIPT problem (fixed)
>
>To cut to the chase - all my scripts now load in correctly with that line
>added. Again, thanks.

I'm glad to hear it.

----- snip ----- re: how CAB finds default 'proxy' settings
>
>>It doesn't work that way. CAB doesn't know that STinG dialers exist
>>(and under STiK or I-connect they don't). I think CAB asks CAB.OVL
>>to get the addresses for it, and CAB.OVL uses the 'getvstr' function
>>to ask the STinG (or STiK) kernel what values the variables have.
>
>[...]
>
>If I read you right then we're on the same wavelength - and with no need to
>clear inappropriate settings from the "Proxys" menu. I can't help wondering
>what the purpose of this section is in that case!

It might be that CAB doesn't bother to 'ask' CAB.OVL, except when you do
click those dialog fields. It would then assume that the incorrect settings
are still valid, even though you have changed them in some script. Thus,
the dialog serves as a means to force CAB to 'swallow' those changes.

----- snip ----- re: more on DIAL_SCRIPT problem (fixed)
>
>A moment's work with Everest has restored sanity! ;-)))

Your own, or the computer's ? ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2077. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <372dffb6$0$490@news.zetnet.co.uk>
Source record: 79526

On 3 May 1999 09:33:03 , "Christopher Good" wrote:

>We recently had the same problem at our club meeting trying to get a Zip
>to run with an STe using HD driver v7.5 despite altering termination on
>Zip and HD (with expert help from Chris Crosskeys :-)) it just wouldn't go.
>

Help :-0.....I know nothing about ZIP's...I was just sticking my oar in
randomly going though all the SCSI wierdness I could think of......

>This is very weird as I've had my Zip connected up to my old Power
>Computing HD (with ICD interface) using the Link no problem at all.
>

SCSI stands for Seldom Consistent Systems Interface.....I've been having
problems with the Falcon ion the studio not talking to its CDROM via
Metados ina useable manner...swapped it for an identical unit in the
sampler and now they are both happy.....It's just plain odd Chris, welcome
to digital Hell....

chrisc

2078. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: outrider@lvdi.net
Message-ID: <372d95921641492@lvdi.net>
Source record: 79527

On Mon 03-05-1999 09:27, Kenneth Medin scribbled:

>No, I don't use Newsie at all. I run Popwatch & Newswatch.

So much for that theory. That's what I use, also.
--
Otagger ï¿½1.23: Terry May - Las Vegas NV
The Rebel BBS: http://www.geocities.com/SiliconValley/Sector/9449/

2079. Re: Before Dawn...

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e0796$0$489@news.zetnet.co.uk>
Source record: 79528

On 1 May 1999 03:35:35 G, Jim Krych wrote:
>
>
>I have seen the review in ST+ Fanzine issue 36. My question is
>this: will this allow video mode changes without producing
>cherry bombs? My Falcon has had a terrible time with several
>screen savers that would work in one mode alone. If I tried to chang
>the mode, the computer would adjust the screen, but as soon as I
>moved the mouse, the system would crash. I am very wary of
>screensavers, right now, and would like to know if Before Dawn
>is a stable program, and will not crash my system, when going
>from one mode to the next.

Hi Jim!

Best thing to do is to get a Falcon screen saver. I personally use Turboblanker. It does the screen saving well, under MagiC too. It doesn't produce any pretty displays, because it actually turns off the Falcon's screen updates, which actually accelerates the system by about 10% I think.

If you want a screensaver that produces pretty screen displays, see if you can get Twilight. This produces fine displays of true colour pictures. It's commercial, though it can be hard to find. There was a demo version on a magazine cover disk a few years ago, and I've heard of people getting hold of the full version even now. There was a copy on sale at the recent Atari Show in the UK, but I missed out on buying it.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2080. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e0799$0$489@news.zetnet.co.uk>
Source record: 79529

On 3 May 1999 09:33:03 G, "Christopher Good" wrote:
>Hi All,
>
>I've a little problem connecting a Zip drive to my HD. I'm using an STe
>with a Link2 connected to my HD with HD driver v6. This works perfect
>until I try and add the Zip drive. No matter how I connect it or set the
>termination on the Zip it just won't read anything off the disks. Some
>ways it's sees the drive but doesn't read the disk, other ways it sees
>nothing all.

Hi Chris!

I too had the same problem with my Zip, when I ran from an ST. Now I have a Falcon which has better SCSI (SCSI 2 as opposed to SCSI 1 on an ST).

I couldn't get it to work at all, until I put the Zip first in the chain. My chain was as follows: ST, then Zip (id 5, termination off) then HD (id 0).

When I upgraded to my Falcon, I had some problems with termination, but getting the internal terminators removed from my HDs and using an external terminator solved that problem.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2081. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e079d$0$489@news.zetnet.co.uk>
Source record: 79530

Hi Steve!

On 3 May 1999 13:17:59 +, Steve wrote:

>Also(!) downloaded two other games - Running and Kart - neither works!
>(they sounded sooo cool too!)

Kart doesn't work on my machine neither, but Running does! I'm told that
the shareware version can cause problems, but the full version doesn't.

You can get the full version from CyberSTrider,

http://www.cyberstrider.org/

>One last thing (g), is there a util that can configure the ram of a
>Falcon to 4mb? I've got a 14mb Falcon you see, and I'm told this itself
>can cause problems - like the older 4mb ST's did.

There are utils that can do this, but I've never seen the need to do it,
and have never heard of anyone else needing to do it.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2082. Millenium 2.2 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e07a0$0$489@news.zetnet.co.uk>
Source record: 79531

Hi all!

Has anyone out there managed to get the game Millenium 2.2 to run on a Falcon, under Backwards or otherwise?

I have three copies of this game, my original was corrupt years ago, but recently I bought two further copies of this game.

BOTH of the new (well second-hand) copies report "Data on Drive A is damaged" on Disk One, which makes me wonder whether they are damaged?

I haven't got an ST anymore, so I can't test it on one.

Cheers!

James

+--+--------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+--------------------------------+

2083. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e07a3$0$489@news.zetnet.co.uk>
Source record: 79532

Hi Brain (or should that be Brian?)!

On 1 May 1999 02:33:25 G, Brain Roland wrote:

>If you've not done the SCSI patch..make sure it's done!
>Next...I get those freezes sometimes...under MagiC in high color
>resolutions with modems going. This is reduced by disableing DMA...
>I rarely get them at all then.

When you say DMA do you mean Background DMA under HD Driver?

>Finally, HD Driver is not likely the problem, other than it is FAST, and
>the bus on your falcon can't keep up ;) MagiC seems to speed my falcon
>up a bit as well..and with DMA turned on....well...the Falcon's SCSI bus
>just can't keep up!

I used to use ICD too, but since getting HD Driver and MagiC, I won't EVER
go back to ICD.

>Disable DMA and give it another run.
>Make sure the SCSI bus is well termintated...

I'll say this to Paul: don't give up, definately disable Background DMA, I
think you need a more powerful machine than a Falcon to use it without
problems. HD Driver is THE hard disk driver, ICD is just not supported any
more, whereas HD Driver gets upgraded quite regularly.

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

2084. Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e07a6$0$489@news.zetnet.co.uk>
Source record: 79533

Hi all!

In the UK a new free ISP has started up. It offers FREE access and FREE phone calls (for the Net only not normal calls!) after 6pm during the week.

Its being offered by the Tempo chain of electrical stores, who are giving out CD-Roms with the PC and MAC software on it.

Does anyone know if this service could be used on an Atari, just like with Freeserve can be after the registration has been done on a PC??

This ISP should revolutionise the ISP market in the UK, and at long last we will be able to compete with the North Americans, who have had free local calls for years now.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2085. Re: ANSI / RIP Term for Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <372e07a9$0$489@news.zetnet.co.uk>
Source record: 79534

Hi Doc!

On 27 Apr 1999 03:31:02 , Doctor Clu wrote:

>I love the BBS scene.

Me too! :)

>I was wondering what Atari terms programs support ANSI (besides Freeze
>Dried Term) and if any supported RIP term?

I've never seen any RIP-Term programs on an Atari, but there are two good ANSI terminals around, but which one you use depends on which Atari you use.

If you have a screen res of 640x480 or larger in 16 or more colours, such as on a Falcon, then I suggest getting hold of Connect. It used to be commercial, but is now freeware, with the key generator released.

If you've only an ST then I suggest getting ANSIterm. This runs in ST Low res, but with a special half size font that gives 80 columns, thus giving full colour displays.

I have both of these programs, and can email you them, if you need to.

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

2086. Re: information about atarist

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Vince <vince@hotmail.com>
Message-ID: <372e1585$0$10826@nnrp2>
Source record: 79535

>And i would like to know where to find many 'intros' , 'demos' that were
>made by a group nammed "v-max" years ago.

The best to start is www.fatal-design.com
You will find a link to "the little green desktop" which as a big archive of
game
and may be the one you are looking for.

There's also link to demo and intro archives ont the web.

Bye.

2087. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7gl6jm$1qj$1@black.interact.net.au>
Source record: 79536

Ronald,

I think I have solved the problem with the MSTe.

I had told you that, after I installed the correct STinG PORT CPX,
Alphalink (MTU = 576) seemed fairly good but Dynamite (MTU = 1500)
was, if anything, worse.

I went back again to your check-list of things to try. The setting,
and the only setting, which makes any apparent difference is DELAY.
The MSTe appears to be comfortable with DELAY = 10 if MTU = 576 but
needs DELAY = 15 (20 might be even better) if MTU = 1,500.

Does this make sense?

Anyway thanks again for your patience and assistance. I have learnt a
lot more about STinG configuration variables from the exercise.

By the way - there are some advantages from rebooting to change ISPs.
I can set up default congiguration files for clients during booting.
Whether this advatnage outweighs having to reboot is another matter.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2088. Re: HTML to ASCII ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FB6GDr.Dzv@cix.compulink.co.uk>
Source record: 79537

In message <7gfun3sdc1@sun27.hrz.tu-darmstadt.de>, gryf@hrzpub.tu-darmstadt.de said:

>> If you are using an editor which has wildcard search/replace (eg Everest),
>> just search for <*> and replace with nothing.
>
>Careful, depending on how the expressions are matched, you'll completely
>mess the text up. The important question is: does the matching engine
>search for the smallest or the largest possible match?

I think he is OK in Everest as this matches each angle bracket
separately AFAIK. I have just done a mammoth conversion of my WDIALOG
HTML translation to plain text for the MagiC programmers' documentation
and simply merged all *.HTMs in the correct order and then did a global
Search for: <*> Replace with: (nothing) and it worked fine.

I have also discovered a useful shortcut to Everest's Replace function
that is not covered in the docs. The 'Search for:' line works just like
'Search selection...' or ^I: If you drag out a block of the words you
want to search for (MUST all be on one line) then they will be entered
automatically on the 'Search for:' line and you only have to type in the
replacement line. HTH someone. It's specially useful with foreign words
that are easy to mis-spell!

Regards, /Peter/

2089. Re: Millenium 2.2 on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e34dcd8ccd1@oden.se>
Source record: 79538

on Mon 03-05-1999 20:31 James F. Haslam wrote:

>Hi all!

hi James,

>Has anyone out there managed to get the game Millenium 2.2 to run on a
>Falcon, under Backwards or otherwise?
>
>I have three copies of this game, my original was corrupt years ago, but
>recently I bought two further copies of this game.
>
>BOTH of the new (well second-hand) copies report "Data on Drive A is
>damaged" on Disk One, which makes me wonder whether they are damaged?
>
>I haven't got an ST anymore, so I can't test it on one.

AFAIK Millenium is TOS version dependent. On my ST's it only runs under
TOS 1.04, but not under TOS 2.06, so I doubt very much if it can run
under TOS 4.0x which is what Falcon uses. It probably is not adapted
to run on a 68030 at all either, so I'm afraid there's little chance.

It certainly doesn't work for me, even thouth the same diskette does
work under TOS 1.04 on an ST.

The followup to Millenium, Deuteros, does work on the Falcon though.
Just remember to save fairly frequently, because the old mouse bug
from Millenium is still there, occasionally locking the mouse pointer
in a useless part of the screen, so you have to reset the system.

The funny thing is that I have seen a so-called Falcon-adapted version
of Deuteros, even though the one I had for ST works fine on the Falcon
without any adaption.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2090. Re: Don Thomas Conference!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <x5X7KBq.dpj@delphi.com>
Source record: 79539

Joe Mirando <jmirando@portone.com> writes:

>Y'mean that all we have to do is access Delphi via the web and we can
>not only participate in the Don Thomas conference, but access the
>message bases and any other chats, all without charge?? Neat!
><smile>
>
>And how about the free personal web pages and forums?? Set up your
>own web page with 5 meg of space, and/or a personal forum all without
>any charge at all! It's a really great setup!

To put it simply - the answer to all of the above is YES!!

See y'all Saturday!!

-Dana

2091. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7glci1jsk1@nyheter.chalmers.se>
Source record: 79540

In article <372CBDD2.B085F4EC@ihug.co.nz>,
J WILKINSON <jwandjw@ihug.co.nz> wrote:
>Hi there,
>
>Steve wrote:
>>
>> I've just descovered Bad Mood !

:-)

>> Doom on the Falcon, at last!! But it's very slow tbh, sometimes dropping
>> below one frame per second (oh well!), but it's cool :-)

Well, nowadays you can find the real DOOM (since the sources were
released), but that's of course very slow.
(If you _really_ look for it you might even find AtariQuake, but that's
slow even on an '040, unfortunately.)

>> Is development of Bad Mood continuing?

Well, it's not officially dead, but the mailing list has been very quiet
for a long time now. Douglas Little (of APEX etc) wrote much of the code
and he's been busy with other things lately.

Recently someone mentioned that the work had supposedly been taken up
again by some people, but for some reason they don't say anything about
whatever might be happening on the mailing list.

>> Am I running the latest versions?

The latest should be 3.07, binaries of which can be found on my WWW site.
I should of course have the sources there as well, but have never gotten
around to uploading anything after the 3.03 ones.

>2 years old now, which isn't that new really...

I think it's 'only' about a year and a half, actually. ;-)

>> And finally is there an official Bad Mood web site(s)?
>
>http://rand.thn.htu.se/
>
>This is where I've looked for updates. Its Johan Klockars home page.

That would be me, and yes it is the 'official' site. The mailing list is
running on the same machine (and the site has an archive of all the
messages ever sent on that (well, I don't think I've kept up with that
either, but I do have the archives, somewhere) and some other related

things).

>He has written some neat software, although isn't the man directly

Thanks.

>responsible for Bad Mood (BM is a team effort). Download MGIF v5

I was one of the three people who got it started and I did some of the
initial work. That was a long time ago, though...

>as well as Bad Mood...you'll be impressed...

:-)

My main other programs are QLem (a Sinclair QL emulator for ST/Falcon)
and fVDI, but on the ftp site (same address) you'll also find the latest
released versions of XaAES (declared dead by its originator, but I didn't
agree with that).

>Its really hard to judge frame rate sometimes. Bad Mood -looks- nicer
>that ANY PC version of Doom or Doom][I've ever seen, but the frame

That's mainly because it uses a 16 bit graphics mode rather than 8 bit
like in the original.

>rate never has gone much above 10-12 fps for me on my 14MB Falcon
>with 32Mhz 68030 (PowerUp2 accelerator)...

On a Falcon+AB040 (but with standard DSP clocking) it mostly stays
around 10-15 fps, IIRC.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2092. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7gld5s$j8m$1@News.Dal.Ca>
Source record: 79541

Okay...an update on my progress!

I have DRVIN, MFP_FALC and SCC in that order in my Auto folder.

Upon booting, I start STinG and watch the modules load in a line.

I go to STinG Port settings in the Control Panels, select Centronics, scroll down to Modem 2, double click on Modem 2 (which brings up my saved settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active box selected.)

I go to STinG Internals in the Control Panels and ensure the Active box is selected. If I don't do these Control Panel settings, the Dialer reports 'STinG not active' and refuses to proceed further).

I start the Dialer and it connects (successfully it says) at 14,400 bps (the top speed of my modem) and using the settings and dial script provided by ISP (MSS=956, RWIN=3824 as per ISP).

LOGIN.BAT is activated as per the script and the message 'success' is displayed. My ISP has confirmed that I am making the proper connection and am online via PPP.

Starting CAB (using the ovl obtained from Dan's site), I get the message: can't resolve hostname.

Leaving CAB (after it unlocks - about 30 seconds later - sometimes disconnecting me and hanging up the modem), I start Telnet. Telnet renders the message: DNS query - can't resolve hostname. I either quit Telnet (if given the chance or am disconnected via a lockup).

Several times I have received an 8 or 9 bomb crash.

I am running a Falcon 030, with 4 mb ram, no NVDI or special tricks.

Any further help appreciated!

Tony

2093. Re: aFTP imrovement imminent

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372dc8c8d43703@ford-trucks.com>
Source record: 79542

on Monday 03-05-1999 02:12, Ronald Andersson wrote:

>The sad inefficiency of aFTP 1.51b under STiK/STinG has been the subject
>of several posts lately, as a result of which I contacted Jan Krivanek
>of ATACK team.
>
>He responded very quickly and has now prepared a beta version that does
>eliminate the upload problem.

Thank you *and* Jan for your efforts!

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
"No maintenance": Impossible to fix.

2094. Re: Family Tree

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372dc8c8d43704@ford-trucks.com>
Source record: 79543

on Monday 03-05-1999 15:19, Derek W W Hunt wrote:

> Is anyone aware of a site where it is possible to search
> for details of your ancestors for the purpose of making a
> Family Tree? Or is this covered by Data Protection?

I don't know, but if one exists, my guess is it would be operated by the LDS Church, in Salt Lake City, UT, USA. I'd do searches including the words LDS, Latter Day Saints, Mormon, Geneology, etc. and keep my fingers crossed.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Can anything be sadder than work left unfinished? Yes, work never begun.

2095. Re: W: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Claus Gebert <gebert@uni-muenster.de>
Message-ID: <372DD692.80F1FCC0@uni-muenster.de>
Source record: 79544

Hi!

> I love my SM124 because of it's phenomenal picture quality. Now i
> discovered the world of b/w games. Which favour/quality games are
> availble in b/w?! Is there any list available?

That would be interesting, as alot of them have high quality when it comes to gameplay. There were both commerical and shareware games, and one of my alltime favourite was Gilgalad, a shareware arcade game by Markus Dheus, which was difficult to control (so none of my friends liked it), but I still like to play this!

BTW, all of the Sierra games run on b/w as well, AFAIK...

Ciao
Claus

2096. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <372CBDD2.B085F4EC@ihug.co.nz>
Source record: 79618

Hi there,

Steve wrote:
>
> I've just descovered Bad Mood !
>
> Doom on the Falcon, at last!! But it's very slow tbh, sometimes dropping
> below one frame per second (oh well!), but it's cool :-)
>
> Is development of Bad Mood continuing?
> Am I running the latest versions?

Which version do you have? Version 3.0x is as late as I have and
I don't think I've seen a later one. The version I have is maybe
2 years old now, which isn't that new really...

> And finally is there an official Bad Mood web site(s)?

http://rand.thn.htu.se/

This is where I've looked for updates. Its Johan Klockars home page.
He has written some neat software, although isn't the man directly
responsible for Bad Mood (BM is a team effort). Download MGIF v5
as well as Bad Mood...you'll be impressed...

> Actually, I'd be very interested to see what frame rates other Falcon
> owners are getting, esp those with upgraded cpu's and DSPs.
> I'm running it on a standard 14mb Falcon..

Its really hard to judge frame rate sometimes. Bad Mood -looks- nicer
that ANY PC version of Doom or Doom][I've ever seen, but the frame
rate never has gone much above 10-12 fps for me on my 14MB Falcon
with 32Mhz 68030 (PowerUp2 accelerator)...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2097. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <372ce08a10c2d64@xs4all.nl>
Source record: 79619

on Fri 30-04-1999 19:36 Rein Bakhuizen van den Brink wrote:

>Would you be so kind and find some time to explain
>an old lame and sitting duck how to get your programme
>to work :))

If you tell me what your problem is, I will certainly try to help you.

Didn't the installation work? Don't you know how to get mail and news
from your host? You need other programs for that.

If you give me more specifics, I'm sure we can find a solution.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"A foolish consistency is the hobgoblin of little minds."
- R.W. Emerson

2098. Atari ECopy ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Audronic <audronic@alphalink.com.au>
Message-ID: <372CD97D.4353@alphalink.com.au>
Source record: 79620
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

??? Is there available an English version of ECopy by Robert Weiss

If So, could somebody point me in the right direction

Thanks in advance

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

2099. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <372d06168b14d60@mail.otenet.gr>
Source record: 79621

on Sun 02-05-1999 17:19 kevin dermott wrote:

>I think this is something to do with sting
>Kevin
>
Probably. If you can use your internal modem with other ATARI comms
programs, then maybe you'll have to wait for the next STinG release.
(at least the Dialer part).

Regards Vassilis

2100. Strange_happening

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: <>
Message-ID: <372cfc61.0@news.qnet.com>
Source record: 79622

I do most of my reading/posting offline, because the few times that I'll forget and make a reply to a post while online, I'll end up with a blank screen and a locked up TT. But last friday I forgot and replyed online and it was sent out ok, no lock up at all.

Strange! and no i didn't get a new keyboard, i found out that the right arrow key works in everest, but it sure slows me down. Still hope to find a mega st(e)? keyboard.

--
| Bishop Telescope Fund. Aim is to replace the ripped off |
| scope with either a 6in or larger scope. |
| Dennis Bishop, 470 20th St West #23, Roseamond,Ca.93560 |
| Any Old broken scopes taken as donations too. |
--

2101. My STing Works Great!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925695999.798.31@news.remarQ.com>
Source record: 79623

Happy to say,
Installed STing 1.20 and BNET between my Falcon and Mega, Both running
MagiC 6.1, and all works great!

Brian

2102. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d13742a606a1@oden.se>
Source record: 79624

on Sun 02-05-1999 23:18 Tony Cianfaglione wrote:

> Can you send the actual URL for the new CAB.OVL?

Well, I can point you to the right homepages anyway, since I do not store
either of those files on my own site.

Olivier's homepage is: "http://services.worldnet.net/vcf-com/olivier.htm"
Dan's homepage is: "http://www.netset.com/~baldrick/"

> Your website is extremely unfriendly to my ST using Flash 1.60 and Lynx.

What is Flash 1.60, yet another TCP/IP stack ?!?

What Lynx version are you talking about ?

For Atari machines I only know about Lynx under Linux or MiNTnet,
but I haven't used either of them. (No need to, having CAB.)

>I select an option on your list and just gat the same list over and again.

That probably has something to do with some lack in your browser.
I have tested the page with a frameless and graphicless browser,
and it seemed to work fine for me. I don't know what more to do.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2103. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d13742a606a2@oden.se>
Source record: 79625

on Sun 02-05-1999 23:30 David Leaver wrote:

>Hi, Ronald,
>
>Let me see if I can pull some of this together.
>
>(1) Rebooting to change ISPs

Stop doing that, it is not needed.

>At the moment I have the following potentially ISP specific variables
>in DEFAULT.CFG
>
> MSS
> RCV_WND

Set MSS to match the highest value that either of your ISPs allows, which
in your case should be 1460. Set RCV_WND to some value larger than 3000
but smaller than 32767. Tweak it as needed in that range to improve
performance. Both values are REQUIRED even if you never dial.

----- snip ----- re: the other ISP dependent variables

You may remove these, but then some offline clients may get unhappy.
I'd rather use the values of my preferred ISP as defaults, but that is
up to you.

>With regard to the HOSTNAME group, you say that anything in the
>example files should be left there. However I assume that since the
>dialler configuration allows them to be included in DIAL.SCR, the
>entries in DEFAULT.CFG are irrelevant, if the variables are included
>in DIAL.SCR. Is this correct?

In relation to online clients yes, but not in relation to offline clients.
They may still need to find such stuff.

>Since the client things are optional, I assume that they may simply be
>moved to DIAL.SCR. Is this ok?

Sure, but again, if any offline clients need them you will need duplicates
in DEFAULT.CFG as well, or avoid using any such clients until you have been
connected. The variables from DIAL.SCR will naturally remain even after
you disconnect the modem.

>That leaves MSS and RCV_WND. If I wish to use the one DEFAULT.CFG I
>can't tailor them to both ISPs. Or can I put MSS and RCV_WND in the
>DIAL.SCR as well?

As I have said several times now:

MSS will adapt _downwards_ in size automagically, so as not to exceed the maximum MSS that can fit inside the current MTU, at any given time. When that happens, RCV_WND does not need to change similarily, because it is allowed to be a large multiple of MSS.

You may, if you wish, add MSS and RCV_WND into DIAL.SCR, but you should NOT remove them from DEFAULT.CFG. Also, if you do add them into a DIAL.SCR, you should do it in the environment section, and nowhere else. Note that there is absolutely no reason to add either of them to DIAL.SCR.
(or any alternative dialer script)

>Leaving that for the moment, I currently set MTU in DIAL.SCR. I
>started by following Peter's guidance that 576 is 'safe'. I have
>discovered that even when MTU is set to 576 in my Dynamite DIAL.SCR,
>the negotiated MTU shown by STinG PORTS CPX is 1,500. This leads me to
>suspect that the MTU setting isn't having much effect.

That is entirely due to the PPP login method. A value derived from those negotiations has a higher validity than a default value and will therefore replace it. But MSS is not negotiated this way, and will adapt downwards only, to current MTU, which is why it must be set at the highest MSS that either of your ISPs allow.

>Am I correct in believing that the STinG PORTS CPX shows the result of
>negotiation while the STinG PROTOCOLS CPX does not?

That is only because only a few values are negotiated, notably MTU and dynamic IP addresses. The nameserver addresses are also in that group however, and should be reflected in the protocol CPX.

Naturally all of this negotiation is only possible with PPP login.

>I don't think I have ever saved anything under PROTOCOLS, but the CPX
>reports the values in DEFAULT.CFG i.e MSS = 2000 etc.

But if you had saved its values it would stop doing so, and would instead set the values that were active at the save. In initial state this CPX simply reflects the state of the variables that exist in the STinG kernel regardless of how they came into existence. When you save, however, its state changes, so it will henceforth set the saved values at each boot.
(You may even prefer to erase this CPX. Its use is optional.)

>(Please ignore my comment about MSS = 273. I haven't been able to
>reproduce it. I can only assume that, in addition to using an old
>PORTS CPX I had an old PROTOCOLS CPX on one of the computers.)

It would have to be very old indeed to show a false MSS, but ok.

>I suppose that my principal question is "Can I set MSS and RCV_WND in
>the DIAL.SCR?"

Yes, you may, but there is no real reason to do it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2104. aFTP imrovement imminent

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d13742a606a3@oden.se>
Source record: 79626

Hi everyone,

The sad inefficiency of aFTP 1.51b under STiK/STinG has been the subject
of several posts lately, as a result of which I contacted Jan Krivanek
of ATACK team.

He responded very quickly and has now prepared a beta version that does
eliminate the upload problem. I got 4500 CPS when uploading at a bitrate
of 76800 BPS, which is a significant improvement over previous results.

I expect he will shortly upload a new release version to the ATACK
home page at "http://www.pwp.cz/atack"

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2105. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7gj23o$9c5$1@News.Dal.Ca>
Source record: 79627

Ronald Andersson (dlanor@oden.se) wrote:

> What is Flash 1.60, yet another TCP/IP stack ?!?

It's a VT100 terminal program for allowing an ST to connect with a freenet through dial-up service.

> What Lynx version are you talking about ?

The freenet's unix-based Lynx which doesn't use cookies, Javascript or anything other than text and basic html.

2106. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7gj2b1$9c5$2@News.Dal.Ca>
Source record: 79628

I've give it a go.

John Whalley (news@whalley.demon.co.uk) wrote:

> No guarantees, but you might like to check my step-by-step guide at:
> http://www.whalley.demon.co.uk/atari/texts/stingset.html
> It might at least throw light on something you've missed.

2107. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <7gj347$9o3$1@News.Dal.Ca>
Source record: 79629

Attempting to select the STinG link on Olivier's page (which is a big jumble of letters piling on top of letters - something isn't compatible here), I get the following and nothing else:

Bad Request

Your browser sent a query that this server could not understand.

References

0. http://services.worldnet.net/vcf-com/sting.htm

.....

I did get through to the Dan's page, however. Works okay.

Ronald Andersson (dlanor@oden.se) wrote:

> Olivier's homepage is: "http://services.worldnet.net/vcf-com/olivier.htm"

2108. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Karl Ashton <kma54@student.canterbury.ac.nz>
Message-ID: <372D361B.87FAE15@student.canterbury.ac.nz>
Source record: 79630

Steve Stupple wrote:
>
> In article <7gdctn$2krr@enews4.newsguy.com>, Paul Nurminen
> <Nurmix@socal.com> writes
> >
> >Anyway, after a reboot, and some choice expletives, I uninstalled HD Driver
> >and went back to ICD Pro 6.5.5 because I can live with the occasional 20-30
> >second freeze up. I CAN'T live with over 1 minute lock ups that end with all
> >SCSI devices going off line and the only recourse is a reboot. No thanks.
>
> It's nice to see I'm not alone. I use v7.51 and the drives seem to go
> off to make themselves a cuppa! and it's random, I can have several
> sessions where I don't get a single halt and then I can get several in a
> session.

If you have SCSI verify on, then turn it off (options menu
...somewhere). Apparently some drives don't like it and courses the
delay. This work for me, and I haven't had any problems since.

Later,
Karl.

2109. SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <372d45ed$0$492@news.zetnet.co.uk>
Source record: 79631

I noticed in AC 13 that Jo Even Skarstein's site
http://www.atari.nvg.ntnu.no/ had details of a hardware hack for internal
hostadapters that don't support parity described as :-

'Modifying the Atari hostadapters in the Mega STE and Stacy'

When I tried to download this info it kept coming up with error - file
not found. I wondered if anyone has this and could let me have a copy.

I did download from the same site a neat little circuit for an SCSI
Parity generator using a 74HC280 chip. It would be nice to see any
further detail before I have a go at it. This particular article
recommends fitting the chip on the hard drive. Has anyone done this?
I would have preferred to fit it on the host adapter if possible,
otherwise in future when changing hard drives it could mean more
modifications to each one.

Thanks in advance for your comments.

Cheers
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

2110. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d53925c74f90@oden.se>
Source record: 79632

on Mon 03-05-1999 02:36 Tony Cianfaglione wrote:

>Ronald Andersson (dlanor@oden.se) wrote:
>
>> What Lynx version are you talking about ?
>
>The freenet's unix-based Lynx which doesn't use cookies, Javascript or
>anything other than text and basic html.

My pages do not use either cookies or javascript. They do use
frames, and a few gif pictures, but not for a frameless
browser without graphics. This has been tested.

The complaint you made would mean that lynx can't follow simple
HTML links to my subpages, in which case that lynx version is
completely useless, and should have been replaced.

I don't get it. Can anyone else here see something wrong with my
pages that could cause this kind of problem ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2111. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372d53925c74f91@oden.se>
Source record: 79633

on Mon 03-05-1999 02:53 Tony Cianfaglione wrote:

> Attempting to select the STinG link on Olivier's page (which is a big
>jumble of letters piling on top of letters - something isn't compatible
>here), I get the following and nothing else:
>
> Bad Request
>
> Your browser sent a query that this server could not understand.

I think you should speak to your ISP about updating their Lynx, and/or
reconfiguring it properly. No matter what Olivier has on his page it
is not sensible for a text browser to overwrite text the way you just
described it. Evidently it can not identify links properly either,
since that also failed on my page.

> I did get through to the Dan's page, however. Works okay.

Ok, so then you should now have his CAB.OVL, and this does work with
STinG. Now if you can just configure STinG properly you should not
need to bother with Lynx anymore.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2112. Re: HD Driver & MO Optical drives

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D479D.1FA2@ooc.de>
Source record: 79634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote:

> I'm using HD driver v7.51 with an ICD Link II and I can't get it to see
> an MO optical drive or one of my Pioneer multi CD changers; I couldn't
> get it to see a PD drive either!!

Did you actually activate the SCSI IDs of these devices in the Device
Configuration window? Also check your cables and especially your
termination. A lot of users have their SCSI chain not properly
terminated.
Since lots of users are using MO and PD drives with HDDRIVER (including
myself) you can be sure that this is not a general problem with the
driver.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2113. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: nameerf@flash.net
Message-ID: <qMbX2.966$cs2.1537@news.flash.net>
Source record: 79635

On 3 May 1999 02:12:05 G, Ronald Andersson wrote:
>> Your website is extremely unfriendly to my ST using Flash 1.60 and Lynx.
>
>What is Flash 1.60, yet another TCP/IP stack ?!?

Flash is a Terminal program.

>What Lynx version are you talking about ?

If on a terminal program, probably Lynx on an ISP's unix shell account.

Mike Freeman
nameerf@flash.net

2114. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D47FE.22C3@ooc.de>
Source record: 79636

Paul Nurminen wrote:
>
> And as I sat there and time passed; 20 seconds, 30 seconds, 50 seconds, 1
> minute [still frozen], 1:20... Then, all the SCSI devices in my system (the

This is typical of a Falcon with no SCSI patches (clockpatch) installed.
Please read the information on the driver floppy disk about this patch.
The faster the driver, the more important it is to fix the Falcon
SCSI/DMA hardware.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2115. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D486E.1EA5@ooc.de>
Source record: 79637

Steve wrote:

> Trouble is the formatting.. the Atari can't read Mac partitions. Even
> with the zip drive I need to format this on the Atari and then I can
> swap between the two machines.. As for the hard drive, well I guess

Once more: Formatting is NEVER necessary since there is no difference at
all between media formatted on PC, Mac, Atari, Amiga, Unix or whatever.
The file systems are the only thing which is different and file systems
are created when partitioning, not when formatting. Formatting media
that have no bad sectors is nothing but a waste of time.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2116. Re: HDDriver, AHDI, and XHDI

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372D491A.28B4@ooc.de>
Source record: 79638

Mike wrote:

> What is AHDI?
> When running ICD 6.5.5, SYSINFO reports AHDI version 3.00
> When running HDDriver demo, SYSINFO reports AHDI version 6.00

AHDI is (or better: was) Atari's hard disk driver. The information
SYSINFO supports is the level of AHDI compatible these drivers offer.
This is more or less of no importance today.

> When reading the README file in the HDDriver demo, it mentions XHDI
> specification. Is ICD XHDI compliant? I don't have the registered
> version of HDDriver (yet) so I had to reformat my hard drive with the
> ICD drivers, and was wondering if they were not compliant, what are
> the ramifications?

Detailed information on XHDI is provided in the official XHDI
specifiation. See http://www.muenster.de/~reschke/soft_e.html.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2117. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372d47aa3caa8880@holleman.demon.nl>
Source record: 79639

on Mon 03-05-1999 00:35 Jos den Bekker wrote:

>on Fri 30-04-1999 19:36 Rein Bakhuizen van den Brink wrote:
>
>>Would you be so kind and find some time to explain
>>an old lame and sitting duck how to get your programme
>>to work :))
>
>If you tell me what your problem is, I will certainly try to help you.
>
>Didn't the installation work? Don't you know how to get mail and news
>from your host? You need other programs for that.
>
>If you give me more specifics, I'm sure we can find a solution.

Hi Jos, PMFBI, but I spent a few hours on the phone with Rein last friday and saturday to get it basically to work.

He had Okami still set to UUCP-mode, but after that we found a few strange things. Rein decided to do all the finetuning later (expire.inf, sigs.inf etc) so we got to at least a basic working setup (except for Popwatch), and we had the sigwhen set to 2 (I seem to recall). Now everytime he hit the "send" button Okami bombed out on him. We tried to track down what the problem was, QED generates a *.tmp file in /tmp, after "send" this moves to /news/_o_outb as a file with a number and a file with the same number plus ext .hdr. After "export" these are renamed into *.wrk and *.txt and moved to /news/mqueue. The funny part was that after hitting "send" the *.tmp file was still in /tmp and meanwhile a new zerobyte *.tmp file was created there with number n+1. So instead of working 00000016.tmp to the new files in /news/_o_outb it bombed out, after that the 00000016.tmp was still in /tmp and a new 00000017.tmp had been created...

After some time Rein deactivated the sig addition, and then it went all fine. Could this be because of wrong info in sigs.inf? I think he was using the default one that came with the setup.

Anyway, after that it worked OK, except for that we didn't manage to actually send the mail out, it started but after some time reported "failed sending mail"... We checked/doubechecked/triplechecked all path settings, no probs. In the end we decided to completely reboot the system because of all the crashes before and the last test went OK. At least I got several test e-mails later from him. Don't know what the state is now, but I got puzzled about the crashes from Okami when we had the sig addition activated on the default sigs.inf...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2118. Re: ATARI SF 314

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D5597.30DD61F7@directprovider.REMOVETHECAPITALS.net>
Source record: 79640

Emma261998 a ï¿½crit :
>
> Hi all ATARI lovers!
> I have an ancient atari computer system, the SC 1224, to be exact.

Erm, I'm afraid the SC1224 is just a monitor. Not much of a system
really. I do presume you have an Atari ST attached to it somehow,
though.

> Anyway,
> like most of you, I cannot live without my atari but I have been experiencing
> difficulty with the disk drive (SF314 Microfloppy disk drive) and need help!
> Do you know any retailers on line or otherwise who may be of help? Please let
> me know!

You'll have difficulties finding a replacement floppy drive, but chances
are that the problems you are experiencing are from an aging drive
mechanism. You can replace it with a PC floppy drive, under certain
conditions that are described in the Quick FAQ.

> Thanks in advance for your time and help!
> Sincerely,
> Atari Lovr2
> Emma261998@aol.com

No problem...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2119. Re: Private Atari sales postings

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372D5D42.CDE8EF73@directprovider.REMOVETHECAPITALS.net>
Source record: 79641

Steve Stupple a ï¿½crit :
>
> In article <7gcsp4$bn28@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
> writes
> >I have never seen any complaints about folks selling
> >there no longer used Atari stuff in comp.sys.atari.st.
> >
> >Just wondering since I myself post stuff for sale
> >from time to time if this is acceptable to
> >everyone that reads this group?
> >
> >Not breaking any laws or anything by posting
> >Atari stuff for sale are we?
> >
>
> Hi
>
> I've never had any bad responses when I have posted items. I think the
> only time the good folk of this group will complain is if you advertise
> 10 items with 10 postings.
>
> Oh yes! and having no mention on the authors location in the signature
> file!
>
> Thinking about it, I must apologise as I haven't posted anything for
> sale for a while;))

I don't see anything wrong with posting for sale ads in here, since
there is no more appropriate place. However, one thing that annows me is
people who post one ad for each item. The result is sometimes 10 posts
to download, when one list would have been enough. Oh, that and the
people who assume usenet is limited to their neighbourhood and forget to
say where in the worl they are located...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2120. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372d61508e4360@tripnet.se>
Source record: 79642

On Sun 02-05-99 15:08 (-0700) Terry May wrote:

>On Sun 02-05-1999 10:24, Kenneth Medin scribbled:
>
>>I have often got 2 bombs when disconnecting STinG. Then if I try to
>>run the dialer again everything locks up.
>>
>>But, since removing the default route in my ROUTE.TAB no more bombs!
>>It's been 4 days now and I'm hoping for the best.
>
>I have the following in my ROUTE.TAB:
>
>0.0.0.0 0.0.0.0 Modem 2 0.0.0.0
>
>>I have the dialer setup to "add default route through port". If the
>>default route is already present in ROUTE.TAB there might be a problem
>>with adding another one. Don't know really.
>
>I don't think so.

Got 2 bombs again last night when hanging up in STinG, so you
unfortunately you are right.

>
>As I said previously, I've had the disconnect problem in the past,
>but haven't seen it in awhile. I wonder if it's related to NEWSie.

No, I don't use Newsie at all. I run Popwatch & Newswatch.

>
>>If you only use STinG to connect to your provider (no LAN) there is no
>>need for a ROUTE.TAB at all! Also delete STNGPORT.CPX and STING.PRT as
>>they only make sense on a local network.
>
>Are you saying you removed your ROUTE.TAB?

No, because I do run a LAN. But there is no default route to the modem
in the one I use.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2121. Atari ST FAQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: Eelke Blok <e.blok@student.utwente.nl>
Message-ID: <372D72D2.757B14D1@student.utwente.nl>
Source record: 79643

Hi all,

I am looking for some info on the Atari 68k based machines. Could
someone give me a pointer to a good FAQ, explaining some of the
architectural details?

Cheers,

Eelke
--
Eelke Blok, student Electrical Engineering, University of Twente
http://home.student.utwente.nl/e.blok, ICQ: 19514933
Amiga-page: http://home.student.utwente.nl/e.blok/amiga
"Our Lady of Blessed Acceleration, don't fail us now!" - Elwood Blues

2122. Re: Atari ECopy ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-03 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925725309.3733.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 79644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Audronic wrote in message <372CD97D.4353@alphalink.com.au>...

>??? Is there available an English version of ECopy by Robert Weiss
>
>
>If So, could somebody point me in the right direction

I think that it was translated and released by System Solutions a while back
(ISTR reading a review in an early Atari Computing).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2123. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <FB84Fv.D8G@cix.compulink.co.uk>
Source record: 79395

In message <1dram1c.1f8z5fudjgxahN@max05-050.enterprise.net>,
Steve@mguk.enterprise-plc.com said:
>Newsgroups: comp.sys.atari.st
>Subject: Re: Disc Doctors

Hi Steve,

>Still messing about with KiviQWK and Keiths Point BBS was fantasic :)

We're still going (just) you know :))

Chris NeST 90:102/102

2124. Atari ECopy ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <925836399@acpu.com>
Source record: 79396

Audronic <audronic@alphalink.com.au> asked:

A > Is there available an English version of ECopy by Robert Weiss

IIRC, Mr. Weiss wrote HCopy. Did he also write ECopy?

HCopy is not hard to figure out, even though you do get to see some
German.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

___ Mountain Reader II - #00000077

2125. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gnjqc$d6k$1@news5.svr.pol.co.uk>
Source record: 79397

On 1 May 1999 09:39:16 G, Louis wrote:
:>on Sat 01-05-1999 07:15 Steve Sweet wrote:
:>
:>>
:>>If you've a TT you should really use the MAGXBO32.PRG.
:>
:>Hi Steve,
:>
:>well, never gave it a try actually... so I will, shortly :-)
:>Tks for the tip!

It gives various benefits, such as memory protection for the magic kernal, maybe solve some prob's as well. *~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2126. Re: was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gnjqd$d6k$2@news5.svr.pol.co.uk>
Source record: 79398

On 28 Apr 1999 08:29:44 , "Forrest Rosaire" wrote:
:>Hi Steve-Or I could be on planet Mars-take the time and follow the link!
:>fcr

I prefer to ignore idiots who cant be arsed to help themselves.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2127. Re: was: WTB: MEGA STe W/ MON. MONITOR

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gnjqf$d6k$3@news5.svr.pol.co.uk>
Source record: 79399

On 28 Apr 1999 13:53:55 , "Forrest Rosaire" wrote:
:>
:>
:>Look-I don't know where this is going, or what exactly you're requesting.
:>WHERE I'm located has no relevance to WHAT I'm seeking to buy. However, if
:>you have what I'm looking for maybe we can do business; if you're answering
:>my post just to hear yourself talk, ciou, and case closed.
:>fcr

Were you born an asshole or did it develop in later life, i almost
said adulhood then but realised that would be flame bait. 8~))

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2128. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990504175319.319A-100000@halifax.chebucto.ns.ca>
Source record: 79400

When you go into the Port settings, the word Centronics is showing in
the box, which is why I used it to describe my location. I am not using
the Centronics but am scrolling down to Modem 2 where I double-click to
activate my saved settings. You missed the phrase 'scroll down to Modem
2'. If I had said I selected 'modem 2', some poeple would have said
'there is no such setting - only Centronics'.

On Tue, 4 May 1999, Kenneth Medin wrote:

> >>I go to STinG Port settings in the Control Panels, select Centronics,
> >>scroll down to Modem 2, double click on Modem 2 (which brings up my saved
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> >>settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active
> >>box selected.)
>
> Actually he wrote Centronics port which would not hurt as the modem
> most probably is connected to a serial port. But then the ip 0.0.0.0
> would not make any sense (on a LAN) :-)
>
> As I have already said in an other post: If you don't want to run a LAN
> simply delete STNGPORT.CPX and STING.PRT!

2129. Re: Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dra7qz.1fw8wfx151hyduN@srry01m10-54.bctel.ca>
Source record: 79401

Louis <louis@holleman.demon.nl> wrote:

> on Sat 01-05-1999 20:33 Maciej Rozmus wrote:
>
> > Hello all !
> >
> > I'd like to replace Monaco font (under NVDI) with something else like fonts
> > supplied with Thing or Jinnee.
> >
> > I copied these fonts to GEMSYS folder and edited ASSIGN.SYS (manually and
> > using ASSIGN.PRG). After reboot i get ... standard atari font.
> >
> > What's wrong ?
>
> Hi Maciej,
>
> it's probably the font format that's wrong. NVDI only handles 8x16 type
> fonts as a system replacement. In case you choose another type (7x12,
> 7x14, whatever) you either need: MagiC, N.AES or TOS combined with
> VDIFONT.PRG (plus GDOS/NVDI of course).

Either that or he hasn't entered the new font information in the correct resolution (SCREEN.SYS) area while using ASSIGN.PRG. Or in the case of changing the system fonts, one must double-click in the left panel to change these fonts back to "normal" status, and then do the same to assign the new "system" fonts (which are prefaced with an "s"). Maciej may have missed these points.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2130. Re: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925854197.13856.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 79402

Thomas Havemeister wrote in message <7FqC0QN$zHB@peter.soemtron.de>...

>I love my SM124 because of it's phenomenal picture quality. Now i
>discovered the world of b/w games. Which favour/quality games are availble
>in b/w?! Is there any list available?

The ones I know of which run in mono:

Ishar
Monkey Island
Oxyd
Various puzzle/patience games

There was a thread in here a while back where someone came up with an
enormous list; try a search on Dejanews for "mono games" or similar
keywords.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2131. Re: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Mickey Johnson <mickster@geneseo.net>
Message-ID: <7gnpra$m73$1@news3.infoave.net>
Source record: 79403

I remember a public doman version of lunar lander for the mono.
very cool.

mickster

John Whalley wrote in message
<925854197.13856.0.nnrp-07.9e985e5c@news.demon.co.uk>...
>Thomas Havemeister wrote in message <7FqC0QN$zHB@peter.soemtron.de>...
>
>>I love my SM124 because of it's phenomenal picture quality. Now i
>>discovered the world of b/w games. Which favour/quality games are availble
>>in b/w?! Is there any list available?
>
>The ones I know of which run in mono:
>
>Ishar
>Monkey Island
>Oxyd
>Various puzzle/patience games
>
>There was a thread in here a while back where someone came up with an
>enormous list; try a search on Dejanews for "mono games" or similar
>keywords.
>
>HTH
>John
>--
>Replace news with john in email address if replying via mail
>All mail to news@whalley.demon.co.uk will be deleted
>The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/
>
>

2132. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <372f6f48$0$9533@znews.zetnet.co.uk>
Source record: 79404

On 4 May 1999 13:10:35 G, Stephen Barszczak wrote:
>I had the same problem, and seem to have cured it by removing the auto
>program Pinhead from the boot up, since I did that Sting has connected
>every time:-)

I don't use Pinhead so that isn't the problem :-(

>I only mention this if you have that program installed, or it could
>even be another program causing the problem.

Could be, but a while ago I tried with a minimal system (i.e. just
STinG, Dialler and XControl) without success, and my friend who is
also having troubles has a completely different boot set up on her STe
but with the same result :-(

Thanks anyway,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2133. Re: intre active colsure

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7gnre6$83d$1@plutonium.compulink.co.uk>
Source record: 79405

Hi John,

> DarkChyld wrote in message <7gi56k$7n3$2@news.campuscwix.net>...
> > Whoah. Seems like I missed a post somewhere. Joe Connors' "Interactive"
> > setup has closed down? Since when, and why? Wasn't this kind of sudden?
>
> There's an announcement and explanation on the InterActive web page at:
> http://www.compulink.co.uk/~inactive/index.html
> > It's closing at the end of May.

Thanks for posting that John. I meant to post the closure announcement here
but got distracted and forgot! I'd like to thank everyone who has registered
software via InterActive for their support over the years.
I will miss InterActive but not the admin it created.

--
Regards

Joe
joe@inactive.cix.co.uk

2134. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925858145.16444.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 79406

Kenneth Medin wrote in message <372f56901428180@tripnet.se>...
>On Tue 04-05-99 08:06 (+0100) John Whalley wrote:
>
>>Tony Cianfaglione wrote in message <7gld5s$j8m$1@News.Dal.Ca>...
>>
>><snip>
>>
>>>I go to STinG Port settings in the Control Panels, select Centronics,
>>>scroll down to Modem 2, double click on Modem 2 (which brings up my saved
>>>settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active
>>>box selected.)
>>
>>This last bit is probably the cause of your problems: do NOT set the port
to
>>active in the port CPX, as it confuses the dialer (this point is mentioned
>>in that step-by-step on my web site). The dialer activates the port when
it
>>needs to.
>
>Actually he wrote Centronics port which would not hurt as the modem
>most probably is connected to a serial port. But then the ip 0.0.0.0
>would not make any sense (on a LAN) :-)

As Tony's said in his post, he was describing the method of operating the CPX. The key points are that he's using his serial port but has it set to active by the CPX: this will confuse the dialer and result in odd behaviour, including seeming to connect but not working - I know, I did this myself the first time I set up STinG!

>As I have already said in an other post: If you don't want to run a LAN
>simply delete STNGPORT.CPX and STING.PRT!

This may simplify things in one way, but the CPXs can actually be helpful while troubleshooting as you can see the state of things like whether the port is active or not. I've always had the CPXs installed and used STinG for a long time with no problems on my STE. You just have to have the settings right. In my case, though, I did most of my configuration with a text editor as I'd got used to doing it that way with STiK...

>To me his problems sounds like a DNS problem. He should first try to
>activate "Request Name Servers from remote" in DIALER.APP - Configs -
>Addressing. If this doesn't work adding the DNS address directly should
>get things going.

This won't be worth doing until the dialler works correctly.

>To test his connection he should first try to Ping his ISP with
>numerical address. If this works his connection is basicly working.

Sound advice.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2135. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990504185316.23259.00002307@ng-fg1.aol.com>
Source record: 79407

```
>1024Kb=1Mb, if it hasn't been modified of course.
>
>Nick

Actually, Nick, 1Mb would be 1048576 bytes, thus it is named a 1040ST (maybe
Atari should have rounded up to 1050, oh wait that's a disk drive.) ;-)

Brent
```

2136. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7go1kaflr1@black.interact.net.au>
Source record: 79408

On 3 May 1999 23:57:48 G, Tony Cianfaglione wrote:

>Starting CAB (using the ovl obtained from Dan's site), I get the message:
>can't resolve hostname.

Tony,

Three quick questions

(1) Is your name server set correctly?

(2) What is your default page in CAB? Is it trying to connect to
something which doesn't exist?

(3) Does your ISP insist on a proxy server? If it does and you do not
have it set, CAB will fail to resolve.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2137. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7go1kcflr2@black.interact.net.au>
Source record: 79409

On 4 May 1999 06:15:40 G, Derryck Croker wrote:
>On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
>>
>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:
>>
>>>I have a problem on the Download module when I want to download
>>>a file when I am on line,the one that downloads in the background
>>>while you do something else,I right click and run down to the download
>>>bar and nothing happens.
>
>>Are you running a multi-tasking system (ie. MagiC)? You need to in order to
>>utilize this feature.
>
>I think that we tracked the problem down to the CAB overlay. You need either
>to have connected using IConnect and use the overlay as supplied with CAB,
>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>background downloading unless teamed up with STiK.
>
>As usual this is IME...
>
>Rgds, Derryck

Most curious - I've used STinG 1.5 from the time it appeared until v
1.20 arrived and never had a problem with downloading either with CAB
2.5 or 2.7

I'd always forget the 2 downloads per session limit in the demo 2.7
;-)

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2138. FA: Atari Mega ST2 Complete W/software/mouse/keyboard/monitor

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Headley Sappleton <hsappleton@sprintmail.com>
Message-ID: <7go1gqmve1@birch.prod.itd.earthlink.net>
Source record: 79410

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99566308

Auction Ends on: 05/10/99 at 20:39:12 PDT

2139. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <372f226ea4d751@ford-trucks.com>
Source record: 79411

on Tuesday 04-05-1999 06:15, Derryck Croker wrote:

>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:
>>
>>>I have a problem on the Download module when I want to download
>>>a file when I am on line,the one that downloads in the background
>>>while you do something else,I right click and run down to the download
>>>bar and nothing happens.
>
>I think that we tracked the problem down to the CAB overlay. You need either
>to have connected using IConnect and use the overlay as supplied with CAB,
>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>background downloading unless teamed up with STiK.

Not true!

Here, under MagiC with STinG, Dan's Overlay handles numerous concurrent
downloads in the background... all while retrieving News and Mail with
NEWSwatch and POPwatch, respectively, and continuing to view other pages
within Cab.

I don't have any idea what the problem is, but it is not *strictly* a
problem with the Overlay.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Adding manpower to a late software project makes it later. -- Brook

2140. Re: FS: ST1040

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <372F68F1.76E6B768@earthlink.net>
Source record: 79412
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I've got an ST1040 Atari with MS124 monitor, panasonic printer, atari modem (14.4k baud I think), 20Meg HD for sale--all cables, Pagestream page layout software, C-Lab Creator Midi sequencer, etc. for sale. Everything $100 or best offer...

2141. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905041940.a37273@wun.maus.de>
Source record: 79413

Hallo Ronald!

RA>But getting a SLIP connection this way does _not_ test that the other
RA>end is able to communicate, as you seemed to expect it to.

Sadly not:-(
But, doing it that way, the settings in the dial.scr will override the corresponding settings in the CPXs, and will show me at least the IP number the dialer believes he has got. That one isn't all right sometime, so I have an instant control for that.

I'm currently struggling with the proper setting for "subnet mask" in the masque section of sting port cpx.
The settings are as follows:
Milan is 192.0.255.1
Falcon #1 is 192.0.255.2
Falcon #2 is 192.0.255.3
Which IP should I use as subnet mask in the masquerade settings?
Currently it is 192.0.255.0, but that gives me trouble when connecting to my ISP. As long as masquerade is disabled, everything will work fine. As soon as it is enabled, the dialer will report got_ip=192.0.255._0_ on first login attempt, and no go. Disconnect/disable/enable/connect gives me a non responding modem, leaving and restarting dialer leads to a working connection.
Oh, just checked another thing: it seems that I had the stingport.cpx settings saved with masquerade activated. Possibly this was the reason for the connecting problems. Nevertheless, I'd like to know how this "subnet mask" works. Masque.hyp didn't help me :-(

RA>and at present STinG does not work as a PPP host

And why not? Is that so much different from working as a PPP client?

RA>For that to work properly you _must_ raise the reception buffer size
RA>to be at least the same size as the TCP reception window (RCV_WND).

I already did so prior to my PINGing experiment, set it to 32k or so.
Currently, none of the falcons is in operation, so I can't check right now.

Yesterday, I've been trying to connect the two Falcon's LAN ports, but that didn't work either. First, I had to solder a wire, and hopefully did it right.

In chips 'n chips hypertext by Michael Ruge I found the following pinout:

1 Output Handshake (DTR, RS422)
2 Input Handshake (TRXCA external clock)
3 Transmit Data -
4 Ground .-u-.

5 Receive Data - /8 7 6\
6 Transmit Data + |5 4 3|
7 Reserved \ 2 1 /
8 Receive Data + ^___^

So, I connected in the following way, using a 8-pin shielded cable:

connector
one two
1-----2
2-----1
3-----5
4-----4
5-----3
6-----8
7-----7
8-----6

Is this supposed to work, and if so, which settings should be done in the scc.prg? I tried it with starcall, but didn't see characters coming through correctly. Serial port settings (speed, 8n1) were identical, of course, and so were the settings in scc.prg.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2142. Re: Atari STE ZIP Upgrade Board!!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <372e3b2c$0$493@news.zetnet.co.uk>
Source record: 79446

On 2 May 1999 15:04:46 +, Steve Stupple wrote:
>In article <372ba48a$0$493@news.zetnet.co.uk>, Trevor Spencer
><tcjspencer@zetnet.co.uk> writes
>>
>>I can't remember the actual link but if you bought any of the special

clipped...

>I would be more than grateful if you could find which mag it's in, if
>any. I have all but 2 ST Reviews, I started selling up before I realise
>that the Atari user had trouble finding software;) and I sold 2 copies:(
>
>At the present I am battling against the effects of the drugs I'm on, 2
>kids, and trying to get something on my web site along with sorting the
>former LAPD library disks out.

Yes I'll try and dig them out and let you know.
>
>>
>>6 MB ATARI STe with Veloce+2
>>NVDI TOS 2.06 MagiC Thing
>>
>
>Can you also give me some info on how to increase the STE's memory
>beyond the 4 meg max.? as I see yours is above;)
>

Get a Veloce+ board from TUS as advertised in the AC mag. I'll e-mail
you separately with more info.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2143. Re: Using UK TOS in the US

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990503211015.19637.00001825@ng-cc1.aol.com>
Source record: 79447

ouch,
and we might find that the st is capable
of sonnets and Romantic poetry eh???

2144. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <925783222.269.84@news.remarQ.com>
Source record: 79448

James F. Haslam (jfhaslam@zetnet.co.uk) wrote:

: When you say DMA do you mean Background DMA under HD Driver?

Yes...

Brian

2145. Re: Before Dawn...

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7gllvurfh1@alexander.INS.CWRU.Edu>
Source record: 79449

Thanks James!

Now, is there a www site where I can get this program turboblanker?

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for
adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a
TV so clear!" - VideoTurtle

2146. Looking for war simulation code in JAVA

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: jk@onworld.com
Message-ID: <372e6073$0$202@nntp1.ba.best.com>
Source record: 79450

Does anyone have any types of war simulation code in java?

2147. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372e878813ac40@oden.se>
Source record: 79451

on Mon 03-05-1999 22:05 David Leaver wrote:

>I think I have solved the problem with the MSTe.

Good.

>I had told you that, after I installed the correct STinG PORT CPX,
>Alphalink (MTU = 576) seemed fairly good but Dynamite (MTU = 1500)
>was, if anything, worse.
>
>I went back again to your check-list of things to try. The setting,
>and the only setting, which makes any apparent difference is DELAY.
>The MSTe appears to be comfortable with DELAY = 10 if MTU = 576 but
>needs DELAY = 15 (20 might be even better) if MTU = 1,500.
>
>Does this make sense?

Yes, it does. I myself always use 20 for my Mega ST, even though it
does have a 16 MHz accelerator with cache (similar to MSTe). A low
delay increases the CPU load slightly, but increases the speed with
which STinG can respond to communication events. A compromise must
often be used, and for most machines using 16 MHz or less, that means
using a timeslice delay higher than 10.

I assume that the 15 ms timeslice works equally well with both ISPs.
Correct ?

>Anyway thanks again for your patience and assistance.

You're welcome.

>I have learnt a lot more about STinG configuration variables from the
>exercise.

That is a common benefit of such problems. One is forced to learn more
about how the stuff works than one would otherwise have done.

>By the way - there are some advantages from rebooting to change ISPs.
>I can set up default congiguration files for clients during booting.
>Whether this advatnage outweighs having to reboot is another matter.

Yes, I see what you mean. Ideally client APPs should allow multiple
accounts, mailboxes, etc, through other means than rebooting.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2148. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3a9dvt1@news5.svr.pol.co.uk>
Source record: 79452

On 30 Apr 1999 16:01:08 , Vassilis Papathanassiou wrote:

>>>Derryck Croker wrote in message <7g6a8i$40t$4@news8.svr.pol.co.uk>...
>>>>On 27 Apr 1999 01:49:49 , "kevin dermott" wrote:
>>
>>>>>>can anyone tell me where change rez stores it's settings as I would
>>
>>>>>All the res's that you see listed under "Change res" are stored in the
>>>>chgres.prg binary.
>>
>Seems CHGRES.PRG stores its settings in C:\AUTO\NVDIPC.INF. Only the
>predefined resolutions are in the binary. Since the format of this
>INF file is unknown to me, I think you can just erase it and reinstall

Since installing the demo version of MagiC PC and NVDI on my laptop, I've had
to take recourse to the manual - where the easy step of removing unwanted
res's from the list is explained! :-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2149. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3aadvt2@news5.svr.pol.co.uk>
Source record: 79453

On 30 Apr 1999 18:14:10 , "kevin dermott" wrote:
>
>>You failed to describe your setup - I know nothing about MagiC PC.

>Ahem !! I said in the first mail it was for MagicPC so I didn't fail :-)
>Kevin

Except that you failed to RTFM! ;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2150. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3acdvt3@news5.svr.pol.co.uk>
Source record: 79454

On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
>
>On 26 Apr 1999 18:44:32 , Rob Henning wrote:
>
>>I have a problem on the Download module when I want to download
>>a file when I am on line,the one that downloads in the background
>>while you do something else,I right click and run down to the download
>>bar and nothing happens.

>Are you running a multi-tasking system (ie. MagiC)? You need to in order to
>utilize this feature.

I think that we tracked the problem down to the CAB overlay. You need either
to have connected using IConnect and use the overlay as supplied with CAB,
or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
background downloading unless teamed up with STiK.

As usual this is IME...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2151. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3aedvt4@news5.svr.pol.co.uk>
Source record: 79455

On 1 May 1999 05:34:16 G, Paul Nurminen wrote:

>Well since posting before, and getting a copy of the Videlity manual from my
>friend in Finland (I got Nemesis/Videlity from him), I messed with my True-
>Color resolution some more, and now I've got a pretty good display:

It's funny how some programs defy usage - Videlity was one of them for me.
It was only after a visit to a friend with my Falcon in tow and a demo that
I could see how it worked! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2152. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gm3agdvt5@news5.svr.pol.co.uk>
Source record: 79456

On 1 May 1999 15:12:29 +, Steve wrote:
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>
>> Anyway, the current fave is HPOptimiser, MagiC LFN-compatible, full English
>> version from my website, address below.
>
>Hi Derryck! (I remember you from my NeST days..) :)

:-)) I'm still on NeST, but there have been changes in the echos to try and
rationalise them. Meanwhile, AtariNet has closed, the FidoNet Atari areas
have had no messages for some time, and TurboNet is moribund :-(((

>Just played about with this, very impressed - it quickly defragged my HD
>in about a minute.. but then again it is only an 85mb drive split into 3
>partitions.. hmm ;-)

There is a later version of HPOptimiser but I've not got round to working on
it yet, there's German text in the binary although the docs are in perfect
English.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2153. Re: Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <372e9f4f.0@news.madhouse.uk.com>
Source record: 79457

> In the UK a new free ISP has started up. It offers FREE access and FREE
> phone calls (for the Net only not normal calls!) after 6pm during the
> week.
>
> Its being offered by the Tempo chain of electrical stores, who are giving
> out CD-Roms with the PC and MAC software on it.
>
> Does anyone know if this service could be used on an Atari, just like with
> Freeserve can be after the registration has been done on a PC??
>

Testing is already underway :-)

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
http://www.incontrolinternet.co.uk

2154. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372EA124.745C@ooc.de>
Source record: 79458

Ronald Andersson wrote:

> Agreed, but it would still be nice if HDDriver could recover from such an
> error more quickly. On my own Falcon these problems used to be very common

Put CAF_FIX.PRG in your AUTO folder, this will reduce the timeout value.
Note, however, that if you have a very slow SCSI device connected to
your Falcon shorter timeouts mean that transfers of large amounts of
data in a single block will fail. This is because it's impossible to
decide if a transfer ist still running correctly or if the Falcon SCSI
bugs cause the delay. Unfortunately you can't solve most hardware
problems by software.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2155. Re: XHDI specs

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7gmar4$n62$1@nnrp1.dejanews.com>
Source record: 79459

In article <Pine.LNX.3.96.990503181534.11837A-100000@hal.fishpool.fi>,
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote:
> On Mon, 3 May 1999, Uwe Seimet wrote:
> > Detailed information on XHDI is provided in the official XHDI
> > specifiation. See http://www.muenster.de/~reschke/soft_e.html.
>
> Those are version 1.25 specs, yet HD-Driver reports itself as 1.30,
> whose details remain unavailable. Where can I read the 1.30 specs?

XHDI 1.30 is currently being finalised. However there are only a few changes
compared to version 1.25.

--
Julian Reschke (mailto:reschke@muenster.de)

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2156. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372EA1AB.251@ooc.de>
Source record: 79460

James F. Haslam wrote:
>
> I'll say this to Paul: don't give up, definately disable Background DMA, I
> think you need a more powerful machine than a Falcon to use it without
> problems.

Not at all. Background DMA has nothing to do with having a powerful
machine or not. Regardless of your machine you always profit from the
fact that the machine doesn't completely block during DMA transfers.
--

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WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2157. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372EA20E.14A0@ooc.de>
Source record: 79461

Steve wrote:

> Hey Uwe, guess you're sick of seeing these posts hey?! Chill ;-)

In a way, yes ;-). There are lots of people really wasting their time by formatting their drive only to get it compatible with certain operating systems.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2158. Re: XHDI specs

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372EA258.26B4@ooc.de>
Source record: 79462

Martin-Eric Racine wrote:

> Those are version 1.25 specs, yet HD-Driver reports itself as 1.30,
> whose details remain unavailable. Where can I read the 1.30 specs?

They are currently being prepared by Julian Reschke. I expect them to be
available soon. Note, however, that there were only minor changes
compared with XHDI 1.25.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2159. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372EA2CE.7661@ooc.de>
Source record: 79463

Christopher Good wrote:

> I'm using the same cable that worked with my Falcon setup ('til it packed
> up). I don't see there should be anything wrong with it.

It might be too long. Note that the ST's ACSI bus requires shorter
cables than real SCSI.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2160. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925804415.15698.0.nnrp-06.9e985e5c@news.demon.co.uk>
Source record: 79464

Tony Cianfaglione wrote in message <7gld5s$j8m$1@News.Dal.Ca>...

<snip>

>I go to STinG Port settings in the Control Panels, select Centronics,
>scroll down to Modem 2, double click on Modem 2 (which brings up my saved
>settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active
>box selected.)

This last bit is probably the cause of your problems: do NOT set the port to active in the port CPX, as it confuses the dialer (this point is mentioned in that step-by-step on my web site). The dialer activates the port when it needs to.

You DO need to set *STinG* to active in the Internals CPX or the dialer will complain as you describe.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2161. RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Ryan Payn <ryan@payn100.freeserve.co.uk>
Message-ID: <7gmatt$i7k$1@news8.svr.pol.co.uk>
Source record: 79465

I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?
Thanks Ryan.

2162. Need Printerdriver for Logic 2.01

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Theo de Jong <djong003@online.be>
Message-ID: <7gmea7$2qa$1@trex.antw.online.be>
Source record: 79466

Hi,
I need a printerdriver for the sequenceprogram
Logic 2.01 of Emagic in order to have my Falcon
030 running a HP Deskjet 670C printer. Is there
someone outthere who can send me one or who can
help me making it? I have been to the Emagicsite
as well as HP-site, but they couldn't help me out.
Thanks

2163. Need Printerdriver for Logic 2.01

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Theo de Jong <djong003@online.be>
Message-ID: <7gme8p$2pv$1@trex.antw.online.be>
Source record: 79467

Hi,

I need a printerdriver for the sequenceprogram
Logic 2.01 of Emagic in order to have my Falcon
030 running a HP Deskjet 670C printer. Is there
someone outthere who can send me one or who can
help me making it? I have been to the Emagicsite
as well as HP-site, but they couldn't help me out.

Thanks

2164. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372EBCD5.EBFD570B@directprovider.REMOVETHECAPITALS.net>
Source record: 79468

```
Ryan Payn a ï¿½crit :
>
> I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?
> Thanks Ryan.

1024Kb=1Mb, if it hasn't been modified of course.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2165. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <372ed0aa12b9a41@xs4all.nl>
Source record: 79469

on Mon 03-05-1999 07:51 Louis wrote:

>He had Okami still set to UUCP-mode, but after that we found a few strange
>things. Rein decided to do all the finetuning later (expire.inf, sigs.inf
>etc) so we got to at least a basic working setup (except for Popwatch),
>and we had the sigwhen set to 2 (I seem to recall). Now everytime he hit
>the "send" button Okami bombed out on him.

It's strange that it bombed, because it should receive a signal and
then abort.

Are you sure you used the latest version? There was a bug there, with
the sig function: the program crashed if the output of the \pipe
program was empty. But I fixed that some time ago. I checked just now
if it works if aphorism.ttp is not present, but it does. I have set
sig.when=2 as well.

>We tried to track down what the
>problem was, QED generates a *.tmp file in /tmp, after "send" this moves
>to /news/_o_outb as a file with a number and a file with the same number
>plus ext .hdr. After "export" these are renamed into *.wrk and *.txt and
>moved to /news/mqueue. The funny part was that after hitting "send" the
>*.tmp file was still in /tmp and meanwhile a new zerobyte *.tmp file was
>created there with number n+1.

That one is for the output of the \pipe program (in this case:
aphorism.ttp).

>So instead of working 00000016.tmp to the
>new files in /news/_o_outb it bombed out, after that the 00000016.tmp was
>still in /tmp and a new 00000017.tmp had been created...
>
>After some time Rein deactivated the sig addition, and then it went all
>fine. Could this be because of wrong info in sigs.inf? I think he was
>using the default one that came with the setup.

He must have used an older version of Okami, maybe one of the versions
I put out after the recovery from my harddisk crash, but not the
latest one. That's the only explanation I have at the moment.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-

2166. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <372eeea41446a71@mail.otenet.gr>
Source record: 79470

on Mon 03-05-1999 18:29 kevin dermott wrote:

>I have now been able to connect with I connect but get nowhere with cab
>Kevin
>
I'm not using IConnect except for tests, but my little experience with
it says that if it gets connected and displays the small info form with
the timer, then you're really connected.
Have you tried to 'ping' any host ? Have you installed any IConnect
compatible CAB.OVL ? (there are two: CAB's original and Olivier's v 5.53)

Are you getting any messages from CAB ? (eg can't resolve host, network
down etc). Olivier's CAB.OVL gives very detailed descriptions on what
the connection problem is. Try it (if you haven't already) from:
http://services.worldnet.net/vcf-com/sting.htm

BTW: Are you always describing your problems in so much detail Kevin ? ;-)

Regards Vassilis
papval@otenet.gr

2167. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <372edb0f$0$495@news.zetnet.co.uk>
Source record: 79471

On 3 May 1999 19:41:25 G, Ronald Andersson wrote:
>on Mon 03-05-1999 06:45 Mike Borsley wrote:
>
Hi Ronald,
Thanks for your reply.

>> 'Modifying the Atari hostadapters in the Mega STE and Stacy'
>>
>> When I tried to download this info it kept coming up with error - file
>> not found. I wondered if anyone has this and could let me have a copy.
>
>Hard to say really, since you don't give any filename.

I don't actually know the file name, I just clicked on the link on
Joe's site. The same things on Hallvards Launchpad, and that comes up
with an error as well.
>
>
>> I did download from the same site a neat little circuit for an SCSI
>> Parity generator using a 74HC280 chip. It would be nice to see any
>> further detail before I have a go at it. This particular article
>> recommends fitting the chip on the hard drive. Has anyone done this?
>
>Yes, I have. The circuit you refer to may even be based on my original
>design, which I later gave Martin Graiter permission to spread in a
>modified version accompanied with his own instructions. Others nay have
>carried on from there too of course, or even designed similar stuff of
>their own. (It is a rather basic need for host adapters that lack it.)

This was provided by Martin Graiter.
>
>> I would have preferred to fit it on the host adapter if possible,
>> otherwise in future when changing hard drives it could mean more
>> modifications to each one.
>
>I agree completely. In fact I have myself only installed it on host
>adapters, not on any drives.

Did you fit you connect it to the underside of the host adapter?

>Is there anything else you need to know about this ?

Is there any advantage by using a drive with parity enabled?

If I fitted this to the host adapter, would an SCSI that didn't have
parity enabled, work ok?

I downloaded an article from Mark's Mega STE Page a year or two ago (that doesn't seem to be accessable now) and that suggested that Atari had forgot to include 'power good signal' from the internal host adapter to pin 40 on the hard drive. It recommended that you split the ribbon cable (for pin 40) leading to the hard drive, and connect a +5 volt to the hard disk side of the cable split. Is this a modification you have done or would recommend?

Cheers
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

2168. Re: Before Dawn...

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990504083532.24637.00001809@ng154.aol.com>
Source record: 79472

Hello,
Idle is a good screen saver. It has bunches of 5 pointed stars twinkling in various colors along with an Atari Fuji symbol which rotates as it bounces of the sides of the screens and changes colors as well.
Sam Ferrer
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI, ExtedDos Pro, ICD HD utilities.

2169. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7gmrkb$re4$1@news8.svr.pol.co.uk>
Source record: 79473

On 29 Apr 1999 22:48:43 , Ashley Seabrook wrote:
>It has come to my attention that several people, including myself are
>having problems connecting to the Freeserve ISP using STinG :-(
>
>I had no problems until a few weeks ago, but now STinG connects okay,
>but then does not initialise the connection perhaps 90% of the time,
>sometimes leading to dozens of attempts to get on-line :-(
>
>I am using Roy Goring's scripts from his web page, but the scripts on
>the cover disk of AC#13 fare no better :-(
>
>Any solutions anyone?

Hi

I had the same problem, and seem to have cured it by removing the auto program Pinhead from the boot up, since I did that Sting has connected every time:-)

I only mention this if you have that program installed, or it could even be another program causing the problem.

Hope that helps mate.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

2170. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gms55$33a$1@news.campuscwix.net>
Source record: 79474

On 3 May 1999 19:19:36 +, Steve wrote:

->Sure, it's by Patrice Mandin - it's none DSP though so it's very slow.

Is its name PDoom?

->But you *can* play the game, but not very well on a bog standard Falcon!
->I'm using v0.06 from November 28th 1998. This is pretty damn superb, and
->I'm checking the docs in a mo to find out more information...

Well, I've got a Nemesized Falcon so...

->I can't remember where I got it from, I was at loads of Atari sites last
->night you see (I new here!). Anyway, I could email it you?

Surely! (if its not too big? Anything under a meg is fine) ;-)

->btw, you sounded like you didn't believe me! :-\

Sorry, I didn't mean to! ;-(

->Steve
->
->MacGamer UK
->http://web.ukonline.co.uk/macgamer/
->.

Catch ya later! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

2171. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7gn2nbrvj1@athena.netset.com>
Source record: 79475

In article <7gm3acdvt3@news5.svr.pol.co.uk>,
Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
>>
>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:
>>
>>>I have a problem on the Download module when I want to download
>>>a file when I am on line,the one that downloads in the background
>>>while you do something else,I right click and run down to the download
>>>bar and nothing happens.
>
>>Are you running a multi-tasking system (ie. MagiC)? You need to in order to
>>utilize this feature.
>
>I think that we tracked the problem down to the CAB overlay. You need either
>to have connected using IConnect and use the overlay as supplied with CAB,
>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>background downloading unless teamed up with STiK.
>
>As usual this is IME...
>
>Rgds, Derryck
>

Actually it has to do with some of the config variables in STiNG.
I had someone who tracked down the offending section and once they removed
it everything worked fine.

Dan Ackerman
aka baldrick@netset.com

2172. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <372f1beea5be91@xs4all.nl>
Source record: 79476

on Tue 04-05-1999 I wrote:
>
>Are you sure you used the latest version? There was a bug there, with
>the sig function: the program crashed if the output of the \pipe
>program was empty. But I fixed that some time ago. I checked just now
>if it works if aphorism.ttp is not present, but it does. I have set
>sig.when=2 as well.

I checked again and this time I was able to reproduce the bug. The
format line in sigs.inf read:

\pipe f:\aphorism.ttp citaten.txt

But there was no f:\aphorism.ttp. It turns out that Pexec() bombs if
you feed it a non-existent program. It shouldn't, it should just
return an error code, but instead it messes things up terribly. I
built in a extra check now, and only execute Pexec() if the program
exist

2173. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <372f1e74c567b1@xs4all.nl>
Source record: 79477

on Tue 04-05-1999 I wrote:
>
>Are you sure you used the latest version? There was a bug there, with
>the sig function: the program crashed if the output of the \pipe
>program was empty. But I fixed that some time ago. I checked just now
>if it works if aphorism.ttp is not present, but it does. I have set
>sig.when=2 as well.

I checked again and this time I was able to reproduce the bug. The
format line in sigs.inf read:

\pipe f:\aphorism.ttp citaten.txt

But there was no f:\aphorism.ttp. It turns out that Pexec() bombs if
you feed it a non-existent program. It shouldn't, it should just
return an error code, but instead it messes things up terribly. I
built in a extra check now, and only execute Pexec() if the program
exists.

Thansk for pointing me to this bug.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"He who can, does. He who cannot, teaches." - George Bernard Shaw

2174. HD Atari SH204

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: verklau <verklau@village.uunet.be>
Message-ID: <7gn693$as6$1@xenon.inbe.net>
Source record: 79478

Hello,

I recovered a HD Atari SH204, but I don't have manual nor program of
installation.
Someone could inform me how to install this HD on my Atari 1040 ste.

Thanks.
verklau@village.uunet.be

2175. Notator 3.1, 3.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: verklau <verklau@village.uunet.be>
Message-ID: <7gn694$as6$2@xenon.inbe.net>
Source record: 79479

Hello,

Someone would know how to make function Notator 3.1 or 3.2 on a 1040 ste
without the doggle.

Thanks
verklau@village.uunet.be

2176. Re: HD Atari SH204

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <jbFeJLAFpyL3Ew57@steverosie.demon.co.uk>
Source record: 79480

In article <7gn693$as6$1@xenon.inbe.net>, verklau
<verklau@village.uunet.be> writes
>Hello,
>
>I recovered a HD Atari SH204, but I don't have manual nor program of
>installation.
>Someone could inform me how to install this HD on my Atari 1040 ste.
>

Hi

You'll need a cable to plug the hard drive into the hard drive port (at
the back of your STE), then all you need is the hard disk driver. With a
little luck it may be set up ready to go;) You won't know until you get
a cable;)

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2177. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <i7behMA$pyL3Ew7d@steverosie.demon.co.uk>
Source record: 79481

In article <7gmatt$i7k$1@news8.svr.pol.co.uk>, Ryan Payn
<ryan@payn100.freeserve.co.uk> writes
>I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?
>Thanks Ryan.

If it's a standard 1040 STFM and never been modified, then we're talking
of a 1 meg machine;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2178. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dralgh.1gohm921rmkuygN@max05-050.enterprise.net>
Source record: 79482

DarkChyld <darkchyld@pcc-uky.campuscwix.net> wrote:

> ->Sure, it's by Patrice Mandin - it's none DSP though so it's very slow.
>
> Is its name PDoom?

You should have found out by now.. :)

> ->But you *can* play the game, but not very well on a bog standard Falcon!
> ->I'm using v0.06 from November 28th 1998. This is pretty damn superb, and
> ->I'm checking the docs in a mo to find out more information...
>
> Well, I've got a Nemesized Falcon so...

Superb! Tell me what happens

> ->btw, you sounded like you didn't believe me! :-\
>
> Sorry, I didn't mean to! ;-(

You're forgiven! ;-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2179. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dralj9.yos74lc0x3N@max05-050.enterprise.net>
Source record: 79483

> (If you _really_ look for it you might even find AtariQuake, but that's
> slow even on an '040, unfortunately.)

Now you are kidding right???? AtariQuake??? (I'm a looking...!!)

> >rate never has gone much above 10-12 fps for me on my 14MB Falcon
> >with 32Mhz 68030 (PowerUp2 accelerator)...
>
> On a Falcon+AB040 (but with standard DSP clocking) it mostly stays
> around 10-15 fps, IIRC.

This is interesting. So it's the DSP that's doing the majority of the
work then (yea, I knew that.. but....).
I'm no programmer (heyhey!) but is there no way to use the cpu and
optional fpu also? Three times the horse power! :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2180. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dram1c.1f8z5fudjgxahN@max05-050.enterprise.net>
Source record: 79484

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

> :-)) I'm still on NeST, but there have been changes in the echos to try and
> rationalise them. Meanwhile, AtariNet has closed, the FidoNet Atari areas
> have had no messages for some time, and TurboNet is moribund :-(((

Things where slowing down a little around 3/4 years ago. I joined CiX
and this was great, but the call cost was getting to high and the
Internet was too tempting!
Still messing about with KiviQWK and Keiths Point BBS was fantasic :)

> There is a later version of HPOptimiser but I've not got round to working on
> it yet, there's German text in the binary although the docs are in perfect
> English.

Erm, hurry up then lad, stop wasting time in Usenet! ;-)))

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2181. Re: HD Driver and MAC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dralya.1fri6rdhj07m8N@max05-050.enterprise.net>
Source record: 79485

Uwe Seimet <us@ooc.de> wrote:

> > Hey Uwe, guess you're sick of seeing these posts hey?! Chill ;-)
>
> In a way, yes ;-). There are lots of people really wasting their time by
> formatting their drive only to get it compatible with certain operating
> systems.

Hey, nevermind. It's all the fun of computing for many people ;-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2182. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: Adam Foster <afoster@zetnet.co.uk>
Message-ID: <372F360A.F4FB543A@zetnet.co.uk>
Source record: 79486

Hello...

Martin-Eric Racine wrote:

> > Most of this is adressed in the Quick FAQ. You could use either STinG (a
> > modern STiK replacement) or MiNTnet to do this.
>
> Erm... not quite. StinG has neither NFS nor Samba.
>
> MiNTNET has both of these. http://yescrew.atari.org/
> is a good place to start for info on recent mint stuff.

Thanks to everyone for all the links and information - it seems that
using MiNT I'll be able to turn the ST into a pretty intelligent little
terminal (lynx, pine actually running on the ST etc). I've given up on
NFS - I now know it would be possible, but ridiculously slow over a
19200 bps null modem connection (115200 bps is bad enough, particularly
when you've got used to ethernet...) I'm not altogether sure how useful
it would all be, but if I can teach my mum how to use pine for her email
it'll be handy.

It'll give me something interesting to do over the summer, at any rate.

Bye...

Adam Foster
--
Adam Foster - afoster@zetnet.co.uk
+---+
'My software never has bugs - it just develops random features.'

2183. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: ashley.seabrook@zetnet.co.uk
Message-ID: <372f368e$0$9535@znews.zetnet.co.uk>
Source record: 79487

On 2 May 1999 07:57:00 +, Ekkehard Flessa wrote:
>AS>for some reason I can't understand I can't get a reliable connection
>AS>at a faster serial port speed than this
>
>very strange, indeed. I'm on 57k6 with both of my Falcons, and no probs. Did
>you check the settings of scc.prg in your auto folder? Receive buffer should be
>set to 2048 or larger. And, naturaly, drvin.prg has to be executed first,
>followed by scc.prg.

DRVIN has the following settings:
FASTINT=n EXOPEN=n

SCC has the following settings:
M2TT=u M1EMU=u LANBIT=n LANEXT=n LAN_S2=u DTRM2=y DTRS2=n
M2DRI=n S2DRI=n RBLM2=8192 TBLM2=8192 RBLS2=8192 TBLS2=8192

does that okay to you - certainly the receive buffer is >2048

DRVIN is the first auto program to launch, followed by SCC and then
stuff like WDIALOG, NVDI, and finally STING. I'rm running STinG 1.15
with all the modules active, under TOS 4.04 on a 4Mb Falcon030 which
is AFAIK standard apart from an FPU (I bought it secondhand, but I
don't think it has been modified).

I get a very reliable connection with the SERIAL.CPX set to 19k2, but
any faster than that is very unreliable - basically the script
processing slows to a crawl and grinds to a halt at some point. This
is the case with both my Zetnet and Freeserve accounts (when I could
access the latter...)

Interestingly, I could set the SERIAL.CPX at 38k4 and get a reliable
connection with an old 14k4 modem, but with my 28k8 modem I can go no
faster than 19k2 :-/ It is also strange that _sometimes_ it does work
at the faster speeds, but not often enough to make it worth keeping
the .cpx at anything other than 19k2 :-(

I was going to buy a 56k modem, but I think I'll wait until (if..) I
get this problem sorted out!

Thanks for your help,

Ashley

Ashley Seabrook - Webweaver at Elysium:
http://www.users.zetnet.co.uk/aseabrook/
http://elysium.atari.org

2184. Re: Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <372f37a8$0$489@news.zetnet.co.uk>
Source record: 79488

On 3 May 1999 20:31:34 G, James F. Haslam wrote:

>In the UK a new free ISP has started up. It offers FREE access and FREE
>phone calls (for the Net only not normal calls!) after 6pm during the
>week.

Interesting :-) Have you heard of X-Stream, James? This is similar
but their 0800- call periods are more restricted (midnight to noon Fri
and Sat, usually).

>Its being offered by the Tempo chain of electrical stores, who are giving
>out CD-Roms with the PC and MAC software on it.

Do you know the address of its registration site (www.tempo.net???)
then we could try it on-line?

>Does anyone know if this service could be used on an Atari, just like with
>Freeserve can be after the registration has been done on a PC??

Most of them are standard PPP nowadays (apart from X-Stream which
seems to need a special (PC) dialer/authoriser program).

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2185. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372f38a854eeced0@holleman.demon.nl>
Source record: 79489

on Tue 04-05-1999 17:24 Jos den Bekker wrote:

>on Tue 04-05-1999 I wrote:
>>
>>Are you sure you used the latest version? There was a bug there, with
>>the sig function: the program crashed if the output of the \pipe
>>program was empty. But I fixed that some time ago. I checked just now
>>if it works if aphorism.ttp is not present, but it does. I have set
>>sig.when=2 as well.
>
>I checked again and this time I was able to reproduce the bug. The
>format line in sigs.inf read:
>
>\pipe f:\aphorism.ttp citaten.txt
>
>But there was no f:\aphorism.ttp. It turns out that Pexec() bombs if
>you feed it a non-existent program. It shouldn't, it should just
>return an error code, but instead it messes things up terribly. I
>built in a extra check now, and only execute Pexec() if the program
>exists.
>
>Thansk for pointing me to this bug.
>

Hi Jos,

don't mention it... I would never have found it on my setup :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2186. Re: Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372f38a854eeced1@holleman.demon.nl>
Source record: 79490

on Sat 01-05-1999 20:33 Maciej Rozmus wrote:

> Hello all !
>
> I'd like to replace Monaco font (under NVDI) with something else like fonts
> supplied with Thing or Jinnee.
>
> I copied these fonts to GEMSYS folder and edited ASSIGN.SYS (manually and
> using ASSIGN.PRG). After reboot i get ... standard atari font.
>
> What's wrong ?

Hi Maciej,

it's probably the font format that's wrong. NVDI only handles 8x16 type
fonts as a system replacement. In case you choose another type (7x12,
7x14, whatever) you either need: MagiC, N.AES or TOS combined with
VDIFONT.PRG (plus GDOS/NVDI of course).

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2187. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <7gnh2enfa1@remarQ.com>
Source record: 79491

Uwe Seimet (us@ooc.de) wrote:
: Put CAF_FIX.PRG in your AUTO folder, this will reduce the timeout value.
: Note, however, that if you have a very slow SCSI device connected to
: your Falcon shorter timeouts mean that transfers of large amounts of
: data in a single block will fail. This is because it's impossible to
: decide if a transfer ist still running correctly or if the Falcon SCSI
: bugs cause the delay. Unfortunately you can't solve most hardware
: problems by software.

This patch is okay to use under MagiC 6.1?
I've ALWAYS used it under normal TOS/MiNT and such, esp with CAF setup,
but disabled all the socalled TOS PATCHES under MagiC out of fear the
patch might change something in a way that doesn't jive with MagiC.

Could it be that this this CAF_FIX might stabalize my Falcon so background
DMA can be used?

Really, I'm not so SURE background DMA is what causes my Falcon SCSI
lock-up problem under MagiC 6.1, but I did notice right away that
disableing all HD and Floppy back ground DMA access reduced SCSI lockups
to the point of EXTREMELY RARE. The only lock up I've had since, 'seemed'
to occur because I did a very massive folder copy from one partition to
another at the same time STik was doing an FTP transfer at 6000kps, and,
the Falcon was in 256 color mode.

Sometimes in a session, I'll enable background DMA access just to see how
sell things go. I do get a lot of lockups then...most commonly when
using CAB online...and I figure it's the old bus problem here since
CAF is using modem 2 at pretty high speeds, bus bandwidth to display 256
colors, and then some cacheing all the stuff to hard disk.

And to beat a dead horse...I say again..it all works VERY WELL, lock-up is
RARE with background DMA acess disabled.

I'll try with the CAF_FIX and see how it goes with MagiC and background
DMA enabled.

Oh, btw...
I did experience some problems with SCSI lock up when formatting some
floppies with background floppy DMA enabled as well. I'm enclined to
believe this is a MagiC problem of some sort, cuz I get all kinds of
file error problems under MagiC 6.1. As in....TOS error 35, you can't
delete that! I keep a close watch on the hard disk however, and they are
not 'corruptive' errors...usually a reboot puts thing back to normal.

Brian

2188. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372f48a4$0$491@news.zetnet.co.uk>
Source record: 79492

>I'm not using IConnect except for tests, but my little experience with
>it says that if it gets connected and displays the small info form with
>the timer, then you're really connected.

sure it it is really connected

>Have you tried to 'ping' any host ?

err pass

Have you installed any IConnect compatible CAB.OVL ? (there are two:
CAB's original and Olivier's v 5.53)
>BTW: Are you always describing your problems in so much detail Kevin ?
;-)
>
>Regards Vassilis
>papval@otenet.gr

yes I've tried Olivers OVL cab hangs at resolving host,this is becoming
quite a puzzle
Kevin
>

2189. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <372f48a5$0$491@news.zetnet.co.uk>
Source record: 79493

>Since installing the demo version of MagiC PC and NVDI on my laptop,
I've had
>to take recourse to the manual - where the easy step of removing
unwanted
>res's from the list is explained! :-)
>
>Rgds, Derryck

RESORTING TO DIRTY TRICKS ARE WE THEN :-)
Kev

2190. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-04 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <372f56901428180@tripnet.se>
Source record: 79494

On Tue 04-05-99 08:06 (+0100) John Whalley wrote:

>Tony Cianfaglione wrote in message <7gld5s$j8m$1@News.Dal.Ca>...
>
><snip>
>
>>I go to STinG Port settings in the Control Panels, select Centronics,
>>scroll down to Modem 2, double click on Modem 2 (which brings up my saved
>>settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active
>>box selected.)
>
>This last bit is probably the cause of your problems: do NOT set the port to
>active in the port CPX, as it confuses the dialer (this point is mentioned
>in that step-by-step on my web site). The dialer activates the port when it
>needs to.

Actually he wrote Centronics port which would not hurt as the modem
most probably is connected to a serial port. But then the ip 0.0.0.0
would not make any sense (on a LAN) :-)

As I have already said in an other post: If you don't want to run a LAN
simply delete STNGPORT.CPX and STING.PRT!

To me his problems sounds like a DNS problem. He should first try to
activate "Request Name Servers from remote" in DIALER.APP - Configs -
Addressing. If this doesn't work adding the DNS address directly should
get things going.

To test his connection he should first try to Ping his ISP with
numerical address. If this works his connection is basicly working.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2191. Atari Age Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gp19bntr2@autumn.news.rcn.net>
Source record: 79345

are available at:
http://members.xoom.com/dbdb_98/stuff/atari/2600/atari-age-magazines

2192. Re: Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drb6pt.1y3tgc3kdxo7qN@srry01m05-141.bctel.ca>
Source record: 79346

Louis <louis@holleman.demon.nl> wrote:

> since he was talking about Thing and Jinnee fonts, I'm pretty sure it's
> the format. These are no 8x16 types. I once tried them myself but NVDI
> won't take anything else but 8x16's. I reckon he's been smart enough to
> put the S'es where they belong and shove the fonts under the appropriate
> screen rez :-)

I just wanted to cover all the bases, Louis :-)

It's just that I raided Thing and grabbed a few fonts for use with MagiC
(like the lovely Dcheneva). And two people who grabbed the ISO 8859-1
Monaco Mono font didn't know how to install it.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2193. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37301687$0$495@news.zetnet.co.uk>
Source record: 79347

On 4 May 1999 09:28:03 +, "Ryan Payn" wrote:
>I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?

Should be a binary Megabyte i.e. 1024kb.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2194. Re: HD Atari SH204

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37301688$0$495@news.zetnet.co.uk>
Source record: 79348

On 4 May 1999 15:23:45 +, "verklau" wrote:

>I recovered a HD Atari SH204, but I don't have manual nor program of
>installation.
>Someone could inform me how to install this HD on my Atari 1040 ste.

It has probably been partitioned previously so all you need to do it
plug it in, power-on and re-boot.

If C: does not appear on the desktop you will need to 'Install' drive
C: from the GEM desktop.

When you can see what's on the HD you may decide to re-partition it
etc. when you will need AHDI (or similar) but it's probably on the HD
already.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2195. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3730297619118e0@xs4all.nl>
Source record: 79349

on Wed 05-05-1999 00:26 Ronald Andersson wrote:

>But hey, Jos
>
>If someone gets this error it must mean that he is running Okami without
>having edited the sigs.inf from your defaults, which means that he'd be
>signing all his messages with _YOUR_ sigs IIRC. That makes no sense.

No, but as I understood, they were only still testing the beast.

>IMHO the installation had not been completed, and then Okami really can't
>be expected to work right. (Though it should try to avoid bombing.)

That's right, it should never bomb. I'm glad I was pointed to this
bug, because I never knew it was a bug.

>Still, this does illustrate the need for the kind of improved docs that
>we discussed the other day, making it crystal clear which files to edit
>and how to do it right. (But of course, after your planned updates.)

You're absolutely right!

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"I used to kill for money, but you are my friend, so I kill you
for nothing." - Groucho Marx

2196. buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990505063904.18204.00002254@ng19.aol.com>
Source record: 79350

```
hi,
where could I find an Atari HD for an ST?
Thanks,
james.
```

2197. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: bgarvey355@aol.com
Message-ID: <19990505070707.12599.00002433@ng-fz1.aol.com>
Source record: 79351

>On 4 May 1999 09:28:03 +, "Ryan Payn" wrote:
>>I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?
>
>Should be a binary Megabyte i.e. 1024kb.
>

Math lesson:

ok I'll simplify my madness for everyone
1024 * 1024kb=1048576 bytes=1Mb

since a k=1024.....and you need 1024 of them in computer
terms.....get it, now what was i saying, oh yeah.....

Yes it is 1024KB but without knowing what the full figure is(1048576), doesn't
that make a person wonder why atari didn't round 1024 up to say 1030 and name
it the ....., oh wait that was a modem. ;-)

maybe making sense,
BGarvey

everyone see where i'm coming from?

2198. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373031C8.6ED10A6A@directprovider.REMOVETHECAPITALS.net>
Source record: 79352

Lethor7 a ï¿½crit :
>
> hi,
> where could I find an Atari HD for an ST?

If you want an Atari HD, your looking for some very old stuff on the 2nd hand market. Things like Megafile20/30/60 or SH204/205 drives. I really wouldn't recommend getting one of these, because they are old, slow, small (in capacity, not in physical size!) and prone to failure.

If I were you I'd get either a SCSI drive with a SCSI host adapter or an internal 2.5" IDE drive with an IDE controller board. Check out the Quick FAQ for details.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2199. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37303157.205D307D@directprovider.REMOVETHECAPITALS.net>
Source record: 79353

Lethor7 a ï¿½crit :
>
> hi,
> where could I find an Atari HD for an ST?

If you want an Atari HD, your looking for some very old stuff on the 2nd hand market. Things like Megafile20/30/60 or SH204/205 drives. I really wouldn't recommend getting one of these, because they are old, slow, small (in capacity, not in physical size!) and prone to failure.

If I were you I'd get either a SCSI drive with a SCSI host adapter or an internal 2.5" IDE drive with an IDE controller board. Check out the Quick FAQ for details.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2200. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373030D9.B3464201@directprovider.REMOVETHECAPITALS.net>
Source record: 79354

Lethor7 a ï¿½crit :
>
> hi,
> where could I find an Atari HD for an ST?

If you want an Atari HD, your looking for some very old stuff on the 2nd hand market. Things like Megafile20/30/60 or SH204/205 drives. I really wouldn't recommend getting one of these, because they are old, slow, small (in capacity, not in physical size!) and prone to failure.

If I were you I'd get either a SCSI drive with a SCSI host adapter or an internal 2.5" IDE drive with an IDE controller board. Check out the Quick FAQ for details.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2201. Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7gpgkj$5ke$1@pegasus.csx.cam.ac.uk>
Source record: 79355

Anyone know waht it ?, I'm trying to get some data on it (HD6301 keyboard controller), I have contacted Hitachi and they want to know what the suffix is.
They are suggesting X as in HD6301X or V as in HD6301V but I think it might be V1 as in HD6301V1, if anyone knows it would be helpful as I don't really want to have to disconnect my ST and take it apart to check.

Cheers,
Stephen Moss.

2202. Re: FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7gpje2$kn61@news.ajou.ac.kr>
Source record: 79356

On 30 Apr 1999 21:05:22 , Steve Stupple wrote:
>In article <7gcsdp$bn27@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
>writes
>

>>
>
>You sure can. Using the U or W, the one that records the timing, you can
>expect a file in excess of 2 meg;) only a hard drive can cope with it!
>
>--
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
>
> The Atari ST Software exchange: asx.atari.org
>Email: ASX@steverosie.demon.co.uk
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
>Email: Last@steverosie.demon.co.uk
>
>Nick: Mocknbird Tel: 0870 7402518
>ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

Hi Steve,

Not sure what you mean by using the U or W?
I notice that there is a Floppy to File mode in the software.
But see no U or W option.

All the backup options that I can select are mostly numbered.
Like 1 thru 79.
BTW what version of the software do you have?
I think mine is version 2.7 or 2.7A.

Also, does it matter if the hard drive is a SCSI or Megafile type
drive?

I have both for my STE, was just wondering if that makes a difference
when doing a Floppy to File mode?

Thanks,
phantomm@kih.net

Located somewhere in the Universe, I think this place is called
the USA, America or something like that. Planet Earth, thats what
I've always been told.
lol.

2203. [FS] atari cd-roms

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <37305549.7E83D110@ping.be>
Source record: 79357

CD-ROMS atari □60 FF/UKP 6□each:

```
Whiteline series:
---------------
- Alpha
- Gamma

Skyline series:
-------------
- Skyline
- Skyline de luxe
```

Jeux:

- Gambler : 800 □□□□ Falcon & TT games
- My series "sp□ecial TT"

```
Suzy B's Atari Software Treasury:
-----------------------------
- Volume 1 (2cds)
- Volume 2

Diverse:
------
- Atari GOLD
- Portfolio club deutschland
```

CD-ROMS□ Homa House Systems:

All the cds must go in one package I will not separate them, the drivers
are the latest and it will be possible to update them in the future.
□All five cds□ + drivers □for 500 FF/UKP 50 □
-Infopedia 2
- UFO 2
- MPC Wizzard 2
- Time almanach 1990s
- Pharmassist & Total Body

IMPORTANT NOTE : □for payment, you will have to add the postage costs.
Only email requests please□□□□□□□□□
□

```
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
```

* FREE TIBET *

2204. [FS] atari hardware and software

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <373057AD.722A0DB@ping.be>
Source record: 79358

```
HARDWARE:
-----------------
- TTM195 B&W 19' monitor for TT *** sold ***
- Monitor switch box for TT
- 1040 STF 16MHz
- SM125, monochrome screen
- SC1224, color screen
- Monitor switch box for above
- SPECTRE GCR with user manual and OS
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter.
- Power Computing handy scanner with genuine soft and RIM driver
- Overscan STF card + disk and user manual *** sold ***
- Noise supressor for any Megafile or MegaST series

SOFTWARE:
----------------
- New Pro 24 with key
- Steinberg Avalon 2.1 with key
- Sherlook, professionnal caracter recognition
- STF/STE games in box and manual:
- Ishar I
- Ishar II
- Ishar III
- Bat II with sound card
- Super Space Invaders
- Lotus I, II, III
- Vroom multiplayer
- Frontier Elite II
- Hook
- Les animaux
- Le bureau magique : - Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax
- Les mille et un voyages
- Indiana Jones and the last crusade
- Elemental
- Super cauldron
- The chaos engine
```

- Le manoir de Mortevielle
- Le livre de la jungle
- Zool
- Tiny sweeks
- The ancient art of war in the sky

Any interest ? Join me by email please ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

2205. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gpnil$n8m$1@news.campuscwix.net>
Source record: 79359

On 5 May 1999 01:51:00 +, Odd Skancke wrote:
->
-> Hey, everyone. I just had my main minixfs go down in flames. Had to
->install everything, and ofcourse I didn't keep a backup. This means I've
->lost all the mail I got regarding Hades help and other questions that I've
->been mailing people about. If any of you remember sending me a reply and
->still have that reply in your out-mail, please re-mail it to me. That
->would be most appreciated.
->
->
-> Thanks...
->
->
-> Odd Skancke - ozk@atari.org
->
->
->PS: I now have a backup of my main minix partition....

Wow, what happened? Usually Minix/the MiNT partition is as solid
as rock... Sorry for your misfortune! ;-(

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2206. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37306276.A9B8C0EA@patent.gov.uk>
Source record: 79360

I have a STFM keyboard with HD6301V1P (C070122-0020), if that helps.

Bob King

Stephen Moss wrote:
>
> Anyone know waht it ?, I'm trying to get some data on it (HD6301 keyboard
> controller), I have contacted Hitachi and they want to know what the suffix
> is.
> They are suggesting X as in HD6301X or V as in HD6301V but I think it might
> be V1 as in HD6301V1, if anyone knows it would be helpful as I don't really
> want to have to disconnect my ST and take it apart to check.
>
> Cheers,
> Stephen Moss.

2207. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7gpsgm$47n$1@nyheter.chalmers.se>
Source record: 79361

In article <1dralj9.yos74lc0x3N@max05-050.enterprise.net>,
Steve <Steve@mguk.enterprise-plc.com> wrote:
>> (If you _really_ look for it you might even find AtariQuake, but that's
>> slow even on an '040, unfortunately.)
>
>Now you are kidding right???? AtariQuake??? (I'm a looking...!!)

I'm not kidding.
The problem with finding it is that it, like a lot of other Quake
versions that showed up some time ago, is illegal. Someone stole the
sources for the Linux version of Quake off an ftp server somewhere
and they ended up all over the net.

I don't know if an '030 version was ever compiled of Atari Quake.
It would probably be impossibly slow (Quake uses lots of floating
point calculations and the '040 is about ten times faster at that than
an '030+'882).

I'm not entirely sure that you even _can_ find the Atari version on the
net, since it was rather tightly held (for obvious reasons) and really
mostly an experiment anyway (since there are very few Atari compatible
machines where you'd have any kind of chance of actually playing it).
The sources themselves are probably still around, though, and compiling
them under another Linux version is a really simple job.

>> On a Falcon+AB040 (but with standard DSP clocking) it mostly stays
>> around 10-15 fps, IIRC.
>
>This is interesting. So it's the DSP that's doing the majority of the
>work then (yea, I knew that.. but....).

Yes.

>I'm no programmer (heyhey!) but is there no way to use the cpu and
>optional fpu also? Three times the horse power! :-)

Actually, I don't think it's at all unlikely that BAD MOOD could be
faster on a Falcon+AB040 _without_ using the DSP. On a machine with
reasonable screen access bandwidth (like the Milan etc), it definitely
should be.

Unfortunately, there is no m68k version of the code that's currently on
the DSP. :-(
It would be a rather large job porting that back again...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se

of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2208. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ge$OoNAyrHM3EwQQ@steverosie.demon.co.uk>
Source record: 79362

In article <7gpgkj$5ke$1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> writes
>Anyone know waht it ?, I'm trying to get some data on it (HD6301 keyboard
>controller), I have contacted Hitachi and they want to know what the suffix
>is.
>They are suggesting X as in HD6301X or V as in HD6301V but I think it might
>be V1 as in HD6301V1, if anyone knows it would be helpful as I don't really
>want to have to disconnect my ST and take it apart to check.
>

Hi

What do you need to know? I've just grabbed a ST keyboard and it has a
HD6301V1P on it!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2209. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gpvda$a18$1@news1.xs4all.nl>
Source record: 79363

It's strange to read about your own problem in this newsgroup and
haven't done a thing to reach this. Also good to find out what others think of it. ;)

On 5 May 1999 00:26:18 G, Ronald Andersson wrote:
>on Tue 04-05-1999 17:13 Jos den Bekker wrote:
>
>>on Tue 04-05-1999 I wrote:

>
>If someone gets this error it must mean that he is running Okami without
>having edited the sigs.inf from your defaults, which means that he'd be
>signing all his messages with _YOUR_ sigs IIRC. That makes no sense.

Your diagnosis is excellent! This fool hadn't read the docs properly. So,
mea culpa, mea culpa, mea maxima culpa
>
>IMHO the installation had not been completed, and then Okami really can't
>be expected to work right. (Though it should try to avoid bombing.)
>

I din't expect to get bombed either...

>Still, this does illustrate the need for the kind of improved docs that
>we discussed the other day, making it crystal clear which files to edit
>and how to do it right. (But of course, after your planned updates.)

I agree, but that's subjectof my next message!

Greetings, Rein

2210. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drch9n.1q2rycfncu474N@max03-017.enterprise.net>
Source record: 79364

"Christopher Good" <cgood@cix.compulink.co.uk> wrote:

> >Still messing about with KiviQWK and Keiths Point BBS was fantasic :)
>
> We're still going (just) you know :))
>
> Chris NeST 90:102/102

I'll tell you something Chris, you all probably don't realise just how alive the Atari is. I've return after three years, but a few months back I was amazed to find many companies still around and still supporting the ST/Falcon scene. Most of the people are still here too!
Software support is almost as good as it was back in late 96. It seems to be now mostly French or German, but wasn't it always?!

It's almost as if nothings changed in many ways. I think you just don't see it because you've never left.. iyswim :)

I wish I'd never have left tbh, but back then I couldn't afford to keep two machines. Now I can! :-)

I've always had the ST emulators, but that's not the same..

Anyway, back to the Falcon!

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2211. Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373085f1$0$493@news.zetnet.co.uk>
Source record: 79365

This may be of some interest to UK members of this group.

Freecall-UK are offering free phone connection to the internet (0800-) in return for permission to send selected advertising material to your Inbox. This sounds a bit like BT's recent initiative to give free voice calls if you don't mind being interrupted by the occasional commercial.

The registration works rather like a chain letter. You can find details on:

http://www.freecall-uk.com/join.htm

If you decide to get in on the act I would be grateful if you could put my name in the final box of the reg. form (Referred by:)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2212. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drchq0.3ctx241khqjwtN@max01-044.enterprise.net>
Source record: 79366

Johan Klockars <rand@cd.chalmers.se> wrote:

> The problem with finding it is that it, like a lot of other Quake
> versions that showed up some time ago, is illegal. Someone stole the
> sources for the Linux version of Quake off an ftp server somewhere
> and they ended up all over the net.

Well, I think I'll take a look around for this at the weekend, if I've
time.. No doubt I'll be sucessfull ;-)

> I don't know if an '030 version was ever compiled of Atari Quake.
> It would probably be impossibly slow (Quake uses lots of floating
> point calculations and the '040 is about ten times faster at that than
> an '030+'882).

Now I know the type of Falcon upgrade I should be looking for when I've
the dosh :)

> Actually, I don't think it's at all unlikely that BAD MOOD could be
> faster on a Falcon+AB040 _without_ using the DSP. On a machine with
> reasonable screen access bandwidth (like the Milan etc), it definitely
> should be.

Well, for now I'm going to be happy to see what my mate gets on his
Falcon Nemesis. It must be better than my standard-Falcon.

> Unfortunately, there is no m68k version of the code that's currently on
> the DSP. :-(
> It would be a rather large job porting that back again...

Weeellll, like I said - I'm no programmer :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2213. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gq0vlcnc1@news1.xs4all.nl>
Source record: 79367

Hi!

On 5 May 1999 07:54:02 G, Louis wrote:
>on Wed 05-05-1999 00:03 Krzysztof Maj wrote:
>
>>On Mon 03-05-1999 07:51 (GMT) Louis wrote:
>>I have had very similar problem. This was caused by corrupted hard disk
>>(lost sectors).
>>Rein must check his disk with a tool like ZORG or DIAMOND EDGE.

I did that on another occasion but I don't think it mattered this time as Louis points out...

>>
>
>Hi Krzysztof,
>
>well, it was the bloody sig stuff plus missing items in his logfile.
>It's all OK now, next barrier will be (for Rein and Jos) to get the ISO
>whatever-2 implementation right... :-)

Let me say in advance that whatever criticism is dripping from my fingers now, there's no disrespect for this programme nor its creator.. I shouldn't repeat myself for the umpteenth time , but never mind...

What Louis means is that when Jos points out in his docs that the
ISO -8859-2 is "principally based on the existing Polish Atari system set"
Jos is really saying that Okami is only supporting the Polish Atari system set and just that
[as far as ISO Latin 2 is concerned]. It certainly is not a full implementation and it cannot be
such since it needs a completely different approach.

But why should Jos bother??

There are more [not that many though, Krzysztof] that would need ISO Latin 2.
Take the Czech Atarians. They're active enough:

the Atack-group [Krivankove] writing aFree, aMail, AFTP etc.
the Joy-group [Petr Stehlik] writing MSWordView [converting Unicode MS Word 8 files into HTML-files, on an Atari !!! Have you ever seen such programme under Windozes??]

The Czech use their Kamenicky standard that is just as idiosyncratic as the Polish Atari. What do
their Czech messages look like in Okami??

Or how about Slovenians? Ever heard of the universal Atari wordprocessor named STEVE written by Primoz Jakopin??

What I would like Jos see writing is a [pre-]module in which the user can state whatever characterset
he/she is using [Polish Atari, Kamenicky, ISO-8859-2, Rein_PL] and have separate tables with
the transition to/fro that particular 'standard' and the most cognate ISO standard [ISO-8859-2
for all cases mentioned]. Okami is using plenty of separate data-files, so a few more shouldn't
be a problem.

Jos should make his own priorities in the end, but it would be a shame if this programme [Okami] wouldn't get the exposure it deserves. And the expansion of the EU will not be restricted to the Poles.. ::))

Greetings, Rein

2214. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37309d6428baf00@tripnet.se>
Source record: 79368

On Wed 05-05-99 01:53 (-0300) Tony Cianfaglione wrote:

You wrote in an earlier post:

>LOGIN.BAT is activated as per the script and the message 'success' is
>displayed. My ISP has confirmed that I am making the proper connection
>and am online via PPP.

Is this still valid? If so turn off "Run login batch after logging in"
in the "Configs" - "Miscellaneous" page in the dialer. This is only
used if you want to automaticly run programs right after the login.
(With an invalid LOGIN.BAT STinG behaves very strange on my Geneva
setup and kind of hangs.) This could explain the bombs you are getting.

If you actually are online (as your isp said) it definately should work
to ping your isp's nameserver with numerical address! If this does not
work you are _not_ online.

> My ISP supplied me with the actual settings I need. My PC PPP
settings
>work perfectly every time.

OK, fine.

Then compare the remote connection on the pc!

Right click on the connection icon and select "Properties".

Click on the "Scripting" tab. If the filename field is empty you will
not need any "dial script" on the Atari either.

Click on the "Server Types" tab. Check if "Require encrypted password"
is selected. If your pc setup does not work unless this is selected I
think your isp requires CHAP. If so STinG will not work at all!

In the same tab click on the button "TCP/IP Settings...". If "Server
assigned name server addresses" is enabled you can do the same in STinG
by enable "Request Name Servers from remote". If it is not enabled (on
the pc) you will find the domain name server address(es) entered. Use
these address(es) in STinG as well!

>
>> (2) What is your default page in CAB? Is it trying to connect to
>> something which doesn't exist?

Don't bother with CAB at all until you can ping first with a numerical
address and when this works with a domain name like "tripnet.se" or
"chebucto.ns.ca" (without the " " of course) to test that you have

contact with a valid nameserver.

> They didn't mention it. They use PAP which I have set up and they
>checked over the dialing and default scripts and said everything looks
>good. They (and I) are stumped as to why it doesn't work.
>

My guess is everything is (was?) OK except for the disastrous "Run
login batch" setting. I had to reboot after testing with this turned on
on my setup!

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2215. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37309d6428baf01@tripnet.se>
Source record: 79369

On Tue 04-05-99 23:41 (+0100) John Whalley wrote:

>As Tony's said in his post, he was describing the method of operating the
>CPX. The key points are that he's using his serial port but has it set to
>active by the CPX: this will confuse the dialer and result in odd behaviour,
>including seeming to connect but not working - I know, I did this myself the
>first time I set up STinG!
>
>>As I have already said in an other post: If you don't want to run a LAN
>>simply delete STNGPORT.CPX and STING.PRT!
>
>This may simplify things in one way, but the CPXs can actually be helpful
>while troubleshooting as you can see the state of things like whether the
>port is active or not. I've always had the CPXs installed and used STinG for
>a long time with no problems on my STE. You just have to have the settings
>right. In my case, though, I did most of my configuration with a text editor
>as I'd got used to doing it that way with STiK...

Imho, as he does not fully understand how STinG works the best way
would be to try to simplify the setup as much as possible. The more
possible places to change things the more problems he may run into. I
also first made lots of text editing (some very stupid) to make it
work. But with my present setup the DEFAULT.CFG is not altered at all
except for ALLOCMEM and I am using STinG as router on a LAN with
masquerade and with two different isp's (without rebooting between
logins). The two different DIAL.CFG I use are exactly as saved in the
dialer config dialogs.

>TTFN
>John
>--

You may want to add a space after -- in your sig to get a valid sig
separator :-)

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2216. PowerPoint files, can Atari's read them?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37309482$0$489@news.zetnet.co.uk>
Source record: 79370

Hi all!

For my website I've been given a PowerPoint 4.0 file, which apparently has some photos in it, which I'd like to view, and possibly convert for use on the site.

Anyone know if an Atari can read or extract these pictures?

I have PowerPoint 3.0 on my PC at work, but it can't open them (though I'm hoping that in a couple of weeks I'll be getting a new PC, which'll hopefully have 4.0 installed).

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

2217. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905051237.a37328@wun.maus.de>
Source record: 79371

Hallo Ashley!

AS>SCC has the following settings:
AS>M2TT=u M1EMU=u LANBIT=n LANEXT=n LAN_S2=u DTRM2=y DTRS2=n
AS>M2DRI=n S2DRI=n RBLM2=8192 TBLM2=8192 RBLS2=8192 TBLS2=8192

Looks okay to me. For the send buffers, 1024 would be sufficent, but that shouldn't make a difference.

AS>I'rm running STinG 1.15 with all the modules active, under TOS 4.04 on
AS>a 4Mb Falcon030 which is AFAIK standard apart from an FPU

That should work okay. I'm not having a working setup for STinG under SingleTOS, though, because I'm using MagiC.

AS>I get a very reliable connection with the SERIAL.CPX set to 19k2, but
AS>any faster than that is very unreliable - basically the script
AS>processing slows to a crawl and grinds to a halt at some point.

The latter sounds not so good. What screen resolution and colour depth do you use, and which is the value for "delay" in the STinG internals cpx?
Is the serial port set correctly to 8n1-RTS/CTS? Try with a Terminalprogramm like connect or StarCall: type in at&v&v&v&v[return] to force the Modem to send back it's settings several times. Check the result, if there are apparently characters missing. Check the cabling, try another modem cable.

AS>Interestingly, I could set the SERIAL.CPX at 38k4 and get a reliable
AS>connection with an old 14k4 modem, but with my 28k8 modem I can go no
AS>faster than 19k2 :-/

Well, that sounds like either the modem or the cable is broken. Try the cable from the 14k4 Modem (if available) and check with that modem if 38k4 still works.

AS>It is also strange that _sometimes_ it does work at the faster speeds,
AS>but not often enough to make it worth keeping the .cpx at anything
AS>other than 19k2 :-(

Are you sure it is the computer-modem connection that lacks reliability? It might also be a bad telphone line that causes the modem to make retrains, thus considerably slowing down the transfer rates. You could try setting the maximum transfer rate to 26k4 or 24k0 (see modem manual for details) and try it that way, if the modem-computer connection seems to work at 38k4 in a terminal program.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2218. Hotmail Account

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <37309a59$0$497@news.zetnet.co.uk>
Source record: 79372

Hi,

Anyone else having problems getting to their mailbox since Hotmail
'improved their security' by adding a cookies requirement to the site ?
I cannot read my mail no matter which CAB OVL I use (Dan's or Olivier's)
or by changing the settings in CAB itself ! (My COOKIES.DAT file always
shows zero bytes.)

AT

Jim.

2219. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gq795lvc1@news7.svr.pol.co.uk>
Source record: 79373

On 3 May 1999 11:46:33 G, Derryck Croker wrote:
:>On 29 Apr 1999 14:51:08 , Ronald Andersson wrote:
:>>on Thu 29-04-1999 06:56 Derryck Croker wrote:
:>
:>>>>Do you mean that the filename you selected is not placed in the
:>>>>"Dial script :" filename field,
:>

:>This has an unfortunate knock-on. Anyone still struggling with the Freeserve
:>dial.scr written by me and published on the reader disk of the latest issue
:>of Atari Computing is advised to add the line:
:>
:>DIAL_SCRIPT
:>
:>to the end of the published script as per your advice.

This calls for a STOP PRESS. 8~))

:>A moment's work with Everest

Old tot!!.

:> has restored sanity! ;-)))

This i have to see.!!!!

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2220. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gq797lvc2@news7.svr.pol.co.uk>
Source record: 79374

On 4 May 1999 15:11:39 G, Dan Ackerman wrote:
:>In article <7gm3acdvt3@news5.svr.pol.co.uk>,
:>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
:>>On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
:>>>
:>>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:

:>>>>I have a problem on the Download module when I want to download
:>>>>a file when I am on line,the one that downloads in the background

:> Actually it has to do with some of the config variables in STiNG.
:>I had someone who tracked down the offending section and once they removed
:>it everything worked fine.

Do you recall what the offending switch was Dan?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2221. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gq799lvc3@news7.svr.pol.co.uk>
Source record: 79375

On 28 Apr 1999 05:37:56 , Ronald Andersson wrote:
:>on Tue 27-04-1999 20:46 Steve Sweet wrote:
:>
:>>On 22 Apr 1999 05:04:03 , David Leaver wrote:
:>>:>I had no trouble whatsovever getting STinG 1.20 working, either on my
:>>:>TT or MSTe. On the TT it is fast and a pleasure to use.
:>>:>
:>>:>However, the MSTe still seems to be affected by the problem that I,
:>>:>along with others, suffered from with STinG 1.15 on both computers -
:>>:>that of speed.
:>>:>
:>>:>The MSTe is good for about 350-400 bytes/second in circumstances where
:>>:>the TT woukd be running my modem to the limit.
:>>
:>>really, i'm getting 2000 to 3000CPS
:>
:>I have no idea what modem David has, but no modern modem should give
:>350-400 cps as the max rate. Occasionally some slow server may cause
:>cps to fall to such levels, but it should not be considered normal.
:>
:>One possible cause is that the MSTe system is in need of 'tweaking',
:>to achieve better TCP fluency.
:>
:>Here is some advice on how to do that:

This reply was very informative, i have a 40Mhz 030 processor so
jumped straight to the delay setting and dragged it to 10ms, thanks
for your very valuable input.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2222. Re: Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <372f67ce.5574816@news.freeserve.net>
Source record: 79376

On 03 May 1999 20:31:34 GMT, jfhaslam@zetnet.co.uk (James F. Haslam)
wrote:

>Does anyone know if this service could be used on an Atari, just like with
>Freeserve can be after the registration has been done on a PC??
No reason why not as I believe it is standard PPP software.

There is a news group which is covering this (last time I looked it is
full of people who are complaining about the service received, but you
get what you pay for ;-). I think it is
alt.internet.providers.uk.free.

They don't appear to have a news service yet but it is promised.

>This ISP should revolutionise the ISP market in the UK, and at long last
>we will be able to compete with the North Americans, who have had free
>local calls for years now.
Yes, but they don't have free ISP's (generally) and (I think) pay more
for their line rental and long distance calls.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2223. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Bernd Ebert <bernd.ebert@iorio.de>
Message-ID: <3730A3A3.E6FD3488@iorio.de>
Source record: 79377

Adam Foster wrote:

Hi,

> Thanks to everyone for all the links and information - it seems that
> using MiNT I'll be able to turn the ST into a pretty intelligent little
> terminal (lynx, pine actually running on the ST etc). I've given up on
> NFS - I now know it would be possible, but ridiculously slow over a
> 19200 bps null modem connection (115200 bps is bad enough, particularly
> when you've got used to ethernet...) I'm not altogether sure how useful
> it would all be, but if I can teach my mum how to use pine for her email
> it'll be handy.

You could use Amail, which is much easier to use for beginners. (Nice
GEM-Interface,
works with attachments and so on...).

Greetings,
Bernd

2224. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Bernd Ebert <bernd.ebert@iorio.de>
Message-ID: <3730A3EB.43C82148@iorio.de>
Source record: 79378

Martin-Eric Racine wrote:
>
> > > Erm... not quite. StinG has neither NFS nor Samba.
> >
> > BNET for sting mounts drive partitions across TCP/IP.
>
> But it's neither an NFS nor a Samba implementaion, is it?

No. AFAIK it´s a Bionet-Client for Magic.

Greetings,
Bernd

2225. Re: Hotmail Account

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: tak <pravda@introvert.org>
Message-ID: <Xv1Y2.2150$YB4.106867@news2.giganews.com>
Source record: 79379

I haven't had any trouble, but a couple friends of mine have a problem
identical to yours.
I'd suggest emailing them, but knowing Microsoft...

Best of luck,
Trevor

------ - - -- - - -------
http://www.introvert.org/
the world is all that is the case

James Smith <jimsmith@zetnet.co.uk> wrote in message
news:37309a59$0$497@news.zetnet.co.uk...
> Hi,
>
> Anyone else having problems getting to their mailbox since Hotmail
> 'improved their security' by adding a cookies requirement to the site ?
> I cannot read my mail no matter which CAB OVL I use (Dan's or Olivier's)
> or by changing the settings in CAB itself ! (My COOKIES.DAT file always
> shows zero bytes.)
>
> AT
>
> Jim.

2226. Re: Atari ST FAQ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7gqa3k$p0g$1@news1.xs4all.nl>
Source record: 79380

Contact Ronald

+31 (0)71-5130045
atarist@xs4all.nl
http://www.xs4all.nl/~atarist/

On 3 May 1999 11:56:34 +, Eelke Blok wrote:
>Hi all,
>
>I am looking for some info on the Atari 68k based machines. Could
>someone give me a pointer to a good FAQ, explaining some of the
>architectural details?
>
>Cheers,
>
>Eelke
>--
>Eelke Blok, student Electrical Engineering, University of Twente
>http://home.student.utwente.nl/e.blok, ICQ: 19514933
>Amiga-page: http://home.student.utwente.nl/e.blok/amiga
>"Our Lady of Blessed Acceleration, don't fail us now!" - Elwood Blues
>.

groetjes, Rein

2227. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3730d0e21eaf4c0@oden.se>
Source record: 79381

on Tue 04-05-1999 19:40 Ekkehard Flessa wrote:

>Hallo Ronald!
>
>
>RA>But getting a SLIP connection this way does _not_ test that the other
>RA>end is able to communicate, as you seemed to expect it to.
>
>Sadly not:-(
>But, doing it that way, the settings in the dial.scr will override the
>corresponding settings in the CPXs, and will show me at least the IP number the
>dialer believes he has got. That one isn't all right sometime, so I have an
>instant control for that.

Ok then. I thought you were attempting to activate local connections through
the dialer. Using it simply to fix settings is a perfectly valid usage.

>I'm currently struggling with the proper setting for "subnet mask" in the
>masque section of sting port cpx.
>The settings are as follows:
>Milan is 192.0.255.1
>Falcon #1 is 192.0.255.2
>Falcon #2 is 192.0.255.3

I'm not sure exactly what you mean here. The Masquerade port (pseudo port)
does not use any subnet setting. The presence of such a setting in the
STNGPORT.CPX should simply be ignored. It is just there by mistake, but
it will never be used for anything.

Also, the IP numbers of the Masquerade port, _both_ the normal IP and the
'masking' IP, will only be used internally on each machine. They will not
ever be used in traffic with other machines, or with Internet, so these
do not need to altered from original defaults on any of your machines.
In fact there should never be any need at all to edit any of the settings
of the Masquerade port except the MTU size, which should be set equal to
that of the reall modem port.

Also, you should not include Masquerade in ROUTE.TAB, but let the dialer
create its route automatically (set in 'Configs'\'Miscellaneous').

Finally, the Masquerade port should only be activated by dialup on the
modem machine, so on other machines you do not even need to install
this STX module.

>Which IP should I use as subnet mask in the masquerade settings?

None, as should be clear from the above.

>Currently it is 192.0.255.0, but that gives me trouble when connecting to my
>ISP. As long as masquerade is disabled, everything will work fine. As soon as
>it is enabled, the dialer will report got_ip=192.0.255._0_ on first login
>attempt, and no go. Disconnect/disable/enable/connect gives me a non responding
>modem, leaving and restarting dialer leads to a working connection.
>Oh, just checked another thing: it seems that I had the stingport.cpx settings
>saved with masquerade activated. Possibly this was the reason for the
>connecting problems.

Yes, that will always give problems. Only the dialer should activate it.

>Nevertheless, I'd like to know how this "subnet mask"
>works. Masque.hyp didn't help me :-(

That is because no subnet mask is needed. It should have been 'greyed out'
for the Masquerade port in STNGPORT.CPX, just like it is for most other ports.
Just ignore it, and keep it unset.

>RA>and at present STinG does not work as a PPP host
>
>And why not? Is that so much different from working as a PPP client?

Yes. A PPP host must implement a login procedure for the other side, and
that means implementing a password system, as well as one for allocation
of local dynamic IPs. These things could be useful in using STinG for a
BBS system based on TCP/IP, but they would add significant complexity to
the SERIAL.STX (which contains both the SLIP and the PPP implementations).

>RA>For that to work properly you _must_ raise the reception buffer size
>RA>to be at least the same size as the TCP reception window (RCV_WND).
>
>I already did so prior to my PINGing experiment, set it to 32k or so.
>Currently, none of the falcons is in operation, so I can't check right now.

Ok, just as long as you realize that a large reception buffer is absolutely
necessary for ports that lack hardware flow control.

>Yesterday, I've been trying to connect the two Falcon's LAN ports, but that
>didn't work either. First, I had to solder a wire, and hopefully did it right.
>
>In chips 'n chips hypertext by Michael Ruge I found the following pinout:
>
----- snip ----- re: your LAN-to-LAN RS422 null-modem cable

>Is this supposed to work, and if so, which settings should be done in the
>scc.prg?

That's hard to say. AFAIK no one has ever been able to make the LAN port
behave properly, and attempts to configure the LAN settings in SCC.PRG have
led to very strange results. I strongly suspect bugs in the LAN sections of
this HSModem module.

One note though: LAN port pin 7, normally marked as 'Reserved', actually is
connected to an input driver that feeds the DCD input of the SCC. If these
are connected straightly between two units, then they both 'listen' to this

input, with no one feeding it any signal. That seems nonfunctional to me.

>I tried it with starcall, but didn't see characters coming through
>correctly. Serial port settings (speed, 8n1) were identical, of course, and so
>were the settings in scc.prg.

The things you mention seem ok, but I'm afraid lots of people have failed
to make use of the LAN port, and never saw a proper explanation for it. I
think that the HSModem LAN drivers are either bugged or lacking in their
documentation. Just following normal instructions won't work for this.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2228. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3730d0e21eaf4c1@oden.se>
Source record: 79382

Hi Dan,

on Wed 05-05-1999 04:08 Dan Ackerman wrote:

----- snip ----- re: conflict between STinG variables and Dan's CAB.OVL ???
>
> I've forwarded the message I received to the person that started
>this thread. Hopefully they will try it out and let us know if they have
>the same effect as the person that emailed me. As to what specific
>variables it was in STiNG that area is kind of vague. They had a section
>of the default config that they removed entirely and then all the modules
>started functioning properly.

Hmmm. The big question here is whether those variables are part of the
standard setup, as included in the STinG distribution, or some stuff that
they (or someone else) had added. There are a lot of scripts about, and
some do contain dubious stuff. Hopefully their reply will clarify that.

> So before I get a bunch of people hacking at their default configs
>and possibly making a mess of their setups. Why don't we see what the
>results are.

I definitely agree.

>Should probably show up in a day or so. Since I don't use
>STiNG, I've never really had a chance to verify their results.

I realize you still stick to STiK. ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2229. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3730d0e21eaf4c2@oden.se>
Source record: 79383

on Wed 05-05-1999 01:50 Tony Cianfaglione wrote:

>
>
>On Tue, 4 May 1999, John Whalley wrote:
>
>> As Tony's said in his post, he was describing the method of operating the
>> CPX. The key points are that he's using his serial port but has it set to
>> active by the CPX: this will confuse the dialer and result in odd behaviour,
>> including seeming to connect but not working - I know, I did this myself the
>> first time I set up STinG!
>
> Unfortunately if I don't select Active in my port settings, I can't
>connect at all.

You can't connect _with_ it either, it just looks that way.

>It reports 'Initialising (sic) link', counts 2 seconds
>and disconnects - every single time. When I select Active in the port
>settings, I connect but get no resolved host.

No, you do _NOT_ connect properly with the port already Active.
It simply doesn't work that way. And that is the reason why no
traffic will work then, including PINGs.

>> >To test his connection he should first try to Ping his ISP with
>> >numerical address. If this works his connection is basicly working.
>
> I tried pinging and was instantly disconnected each and every time.
>I'm running out of options to try. :-(

Of course you are disconnected. You have not then logged in properly,
and your outgoing traffic will not be using the correct dynamic IP.
That is sufficient reason for most ISP modem pools to disconnect you.
(Some don't care, which is no help, as traffic still won't work.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2230. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3730d0e21eaf4c3@oden.se>
Source record: 79384

on Wed 05-05-1999 07:18 Uwe Seimet wrote:

----- snip ---- re: SCSI 'freeze' recovery time of CAF_FIX
>
>I don't know it by heart. About 30 seconds or so.

Ok, I guess I can live with that. Note however that CAF_FIX could be
improved by the timing check I suggested, so that even a 30 second
delay does _not_ cause SCSI reset, except when it happens in such a
way that the DMA addresses are 'frozen'. That should decrease the
risk of any unwarranted SCSI resets being generated.

>> Ok, you are the SCSI expert, not me.
>> But is there really no way to test for a real error ?
>
>Unfortunately there isn't.

Well, I can't help wondering if you have looked closely enough at all
possible ways of testing for it indirectly. I fully realize that there
can be no direct way of testing it.

>> For example, even when large amounts of data are being transferred in
>> a single multi-sector DMA block, it should still be possible to check
>> the DMA address and/or sector counters.
>
>No, since it is legal that a SCSI device stops a transfer for certain
>reasons. For more information take a deep look into the SCSI-2 or SCSI-3
>specification.

Surely such a mid-transfer stop would be of entirely different magnitude
from the total expected transfer time of a multi-sector block. I can not
imagine any circumstance where it would be proper for a normal harddisk
to go 'off for lunch' in the middle of a transfer, unless it last only
a very short time (on the order of a few seconds maximum).

I did not mean that the method I suggested could entirely replace a
timeout, but only that this kind of checking could make it safe to
use a much shorter timeout period, since that would be restarted when
tests show that the registers I spoke of have not been 'frozen' long.
That should prevent the unwarranted SCSI resets that could otherwise
result from using a short timeout.

I still don't see the error in my reasoning. Please explain it.

>> Note also that this is NOT just a Falcon specific problem.
>
>It definitely is a Falcon specific problem. Other machines don't have

>this hardware bug.

I did not say that it is not a Falcon specific problem, it certainly is.
What I said was that a similar problem can also occur that is dependent
on a problem with some SCSI drives. So it is not *just* Falcon dependent.

Naturally the cause of those problems differ, but the effects for a user
are the same, and the same recovery methods apply.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2231. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3730d0e21eaf4c4@oden.se>
Source record: 79385

on Wed 05-05-1999 14:26 Stephen Moss wrote:

>Anyone know waht it ?, I'm trying to get some data on it (HD6301 keyboard
>controller), I have contacted Hitachi and they want to know what the suffix
>is.
>They are suggesting X as in HD6301X or V as in HD6301V but I think it might
>be V1 as in HD6301V1, if anyone knows it would be helpful as I don't really
>want to have to disconnect my ST and take it apart to check.

Hi Stephen,

I have several loose ST keyboards and all of their CPUs are marked as being
"HD6301V1P", but I believe that the "P" at the end simply designates the IC
package type. (P = Plastic.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2232. Mega ST4 FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: angel <angel@bge.net>
Message-ID: <TH4Y2.4$W_3.99368@news.axxsys.net>
Source record: 79386

I have an Atari Mega ST4, 4MB computer w/built-in 3.5" disk drive, external 3.5" GTS 100 disk drive, 44 MB Seagate hard drive, 12" SC1224 color monitor, 19" Moniterm monochrome monitor (new), two Atari mouse units, and 15 44MB removable disk cartridges.
Unit comes with loads of games on disk:
GAUNTLET, ULTIMA IV (Quest of the Avatar), KARATE KID Part 2, DEJAVU, BALANCE OF POWER, CAPTAIN BLOOD, THE BARD'S TALE, DUNGEON MASTER, CHAOS STRIKES BACK, CHESSMASTER 2000, STARGLIDER, AND THE UNIVITED, Plus many more!
Unit also comes with PAGESTREAM 1.8, PRINTMASTER +, MAVIS BECON TEACHES TYPING!, AEGIS ANIMATOR ST, SALES-PRO PLUS, CARTOGRAPHER 2.5, NeoDESK 3 (The Ultimate Desktop), QUICK ST II SCREEN ACCELERATOR AND CUSTOMIZER PROGRAM, STAccount's INTERGRATED ACCOUONTING PACKAGE, A&D'S UNIVERSAL ITEM SELECTOR 3.0, MICHTRON'S HARD DRIVE TURBO KIT PROGRAM.
The system includes various Hybrid Art's MIDI programs:
GENPATCH ST, MIDI-TRACK ST PROFESSIONAL, GENEDIT ST, EZ SCORE & EZ SCORE PLUS, HYBRID SWITCH, LUDWIG COMPOSITION PROGRAM, AND SMPTE TRACK MIDI RECORDER PROGRAM.
Other MIDI programs are: MIDI Master Drummer 2.1, Kawai K1/m/r/ll manager & Vol. 1-3, Kawai Multi Editor, and the Kawai K5 Editor w/MPE and back-up disk.
5 Sound Source Unlimited sample disk:
TV/Film Collection, L/A Collection, Fantasy Collection, Digital Synths, and the Soundtrack Collection.
System comes with tons of BRE Software disks which include Pagestream graphics, a Commodore 64 emulater, an Atari 800XL and 130XE emulators, Print Master graphics, copiers, label makers, games, etc., etc., etc.
Finally...the system includes a Super Charger unit w/DOS 4.01 boot disk and program, Monitor master unit, and Goldern Image's Touch-Up hand scanner with software and manuals and 2 Golden Image mouse units. I will also include a 1040 ST and a non-working SC1224 12" monitor and a non-functioning 19' Moniterm monochrome monitor, too, but no one has to take the non-functioning units if they don't want nor need them.
Obviously, too much to list. Everything that is needed will be included with the system; cables and manuals.
Regretably, I must sell the system for the funds, but I will not give it away. I'd rather use it in spite of everything.
If anyone is interested, please correspond to angel@bge.net. I can provide more details about the system and will accept any reasonable offer for my prized Atari ST.

2233. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990505222105.5675A-100000@halifax.chebucto.ns.ca>
Source record: 79387

I have DEF_ROUTE=TRUE and I am no longer selecting Active in port settings. I have un-selected 'send LOGIN.BAT upon connection' and have checked the route table for 0.0.0.0 0.0.0.0 Modem 2 0.0.0.0

I can no longer connect at all - it simply hangs up as soon as the ISP picks up the line. I'm back beyond square 1.

This is my debug.log:

```
LCP -> Doing Conf.-Request : (Id $16)
[01 04 03 ee], [02 06 00 00 00 00], [05 06 21 22 5a
05], [07 02], [08 02].
LCP -> Peer sends Conf.-Request : (Id $01)
[02 06 00 00 00 00], [05 06 db 7f 26 72], [07 02],
[08 02], [03 04 c0 23].
LCP -> Doing Conf.-Ack. : (Id $01)
[02 06 00 00 00 00], [05 06 db 7f 26 72], [07 02],
[08 02], [03 04 c0 23].
LCP -> Timeout (Retry)
LCP -> Doing Conf.-Request : (Id $17)
[01 04 03 ee], [02 06 00 00 00 00], [05 06 21 22 5a
05], [07 02], [08 02].
LCP -> Peer sends Conf.-Ack. : (Id $17)
[01 04 03 ee], [02 06 00 00 00 00], [05 06 21 22 5a
05], [07 02], [08 02].
LCP -> Link established, starting PAP & IPCP.
PAP -> Doing Conf.-Request : (Id $18)
[04 74 6f 6e 79], [0a 74 65 73 74 66 6f 72 70 70 70].
PAP -> Peer sends Conf.-Not-Ack. : (Id $18)
[0d 49 6e 76 61 6c 69 64 20 4c 6f 67 69 6e].
LCP -> Link is going down.
LCP -> Doing Term.-Request : (Id $19)
LCP -> Peer sends Term.-Ack. : (Id $02)
```

Any more ideas? I'm dead in the water now.

2234. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905052215.a37342@wun.maus.de>
Source record: 79388

Hallo Brain!

BR>BNET for sting mounts drive partitions across TCP/IP.

Well, the last time I tried it (Version 2.05), it just bombed one of my Falcons into the ground. No go at all, as soon as the xfs was installed.
[some time later]
I tried it again, this time having the two Falcons tied together via their LAN ports. Still no go.
On Falcon #1, the system will lock during boot as soon as screen blaster tries to show its resolution menu respectiveley change screen resolution. BNET.APP itself makes no problems, though. But it would only show an completely empty drive P:.
On Falcon #2, both XFS and BNET.APP are running. That one is equipped with Screen Wonder PRO resolution enhacement hard/software. Anyway, although the programs are running, and the /BNETWORK/ entry is there in the U: drive of that machine, it is not usable. Inside BNETWORK sits a folder called Falcon1, representing that remote machine. Opening that one results in a bunch of folders called Ax, Cx, Dx, ... up to Lx. Obviously, the information on the drives is being transmitted correctly. Sadly, those folders cannot be opened or in any way manipulated :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2235. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925974088.8449.0.nnrp-12.9e985e5c@news.demon.co.uk>
Source record: 79389

Kenneth Medin wrote in message <37309d6428baf01@tripnet.se>...

>Imho, as he does not fully understand how STinG works the best way
>would be to try to simplify the setup as much as possible. The more
>possible places to change things the more problems he may run into. I
>also first made lots of text editing (some very stupid) to make it
>work. But with my present setup the DEFAULT.CFG is not altered at all
>except for ALLOCMEM and I am using STinG as router on a LAN with
>masquerade and with two different isp's (without rebooting between
>logins). The two different DIAL.CFG I use are exactly as saved in the
>dialer config dialogs.

Each to his own :-)

>>TTFN
>>John
>>--
>
>You may want to add a space after -- in your sig to get a valid sig
>separator :-)

I may (indeed have) but this newsreader strips it off when sending. Par for
the course with M$ I guess. Other than that it's perfectly serviceable (cue
flame war...).

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2236. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <372f872ca85540@smok.krakus.top.pl>
Source record: 79414

On Mon 03-05-1999 07:51 (GMT) Louis wrote:

>The funny part was that after hitting "send" the
>*.tmp file was still in /tmp and meanwhile a new zerobyte *.tmp file was
>created there with number n+1. So instead of working 00000016.tmp to the
>new files in /news/_o_outb it bombed out, after that the 00000016.tmp was
>still in /tmp and a new 00000017.tmp had been created...

I have had very similar problem. This was caused by corrupted hard disk
(lost sectors).
Rein must check his disk with a tool like ZORG or DIAMOND EDGE.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2237. Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905050144180.101-100000@online.no>
Source record: 79415

Hey, everyone. I just had my main minixfs go down in flames. Had to install everything, and ofcourse I didn't keep a backup. This means I've lost all the mail I got regarding Hades help and other questions that I've been mailing people about. If any of you remember sending me a reply and still have that reply in your out-mail, please re-mail it to me. That would be most appreciated.

Thanks...

Odd Skancke - ozk@atari.org

PS: I now have a backup of my main minix partition....

2238. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <372f97acfd2c2@club-internet.fr>
Source record: 79416

Hello,

in article <7gn2nbrvj1@athena.netset.com>
Dan Ackerman wrote on Tue 04-05-1999 15:11 (GMT):

> Actually it has to do with some of the config variables in STiNG.
> I had someone who tracked down the offending section and once they removed
> it everything worked fine.

Please, tell us more about this offending variable.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
l'Ecole des Bas Artes. You want fries with that?

2239. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df2@oden.se>
Source record: 79417

on Tue 04-05-1999 07:26 Uwe Seimet wrote:

>Ronald Andersson wrote:
>
>> Agreed, but it would still be nice if HDDriver could recover from such an
>> error more quickly. On my own Falcon these problems used to be very common
>
>Put CAF_FIX.PRG in your AUTO folder, this will reduce the timeout value.

To what ? (few seconds, a minute, 2 minutes ?)

>Note, however, that if you have a very slow SCSI device connected to
>your Falcon shorter timeouts mean that transfers of large amounts of
>data in a single block will fail. This is because it's impossible to
>decide if a transfer ist still running correctly or if the Falcon SCSI
>bugs cause the delay. Unfortunately you can't solve most hardware
>problems by software.

Ok, you are the SCSI expert, not me.
But is there really no way to test for a real error ?

For example, even when large amounts of data are being transferred in
a single multi-sector DMA block, it should still be possible to check
the DMA address and/or sector counters.

If those freeze up for for just a few seconds even, that will mean that
no data is being transferred, probably because the SCSI bus has been
locked by a device, or due to some other hard error.

Note also that this is NOT just a Falcon specific problem.
I have had similar lockups that definitely depended on the drives.

If the method I outline above can be applied at all, it should also
solve those drive dependent problems, as long as such a drive will
respond properly to a SCSI reset (as I think most would). And it
should allow much faster recovery than what CAF_FIX can provide,
while providing greater safety against unwarranted SCSI resets.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2240. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df3@oden.se>
Source record: 79418

on Tue 04-05-1999 11:33 Mike Borsley wrote:
>On 3 May 1999 19:41:25 G, Ronald Andersson wrote:

> Hi Ronald,
> Thanks for your reply.

Hi Mike,
I'm always happy to help other Atarians.

----- snip ----- re: archive file names of host adapter patch docs
>
> I don't actually know the file name, I just clicked on the link on
> Joe's site. The same things on Hallvards Launchpad, and that comes up
> with an error as well.

If you use CAB the full URI is visible in the status line of the browser window whenever you move the mouse over a link (no clicking needed). For a download link that URI will normally end with the name of the file to be downloaded. (CGI exceptions exist of course.)

----- snip ----- re: my own parity patch design based on the 74HC280
>
> This was provided by Martin Graiter.

Then it is most probably derived from the one I made, and in any case Martin Graiter does have the competence and info needed to modify it without losing functionality. Thus, you can rely on it, though you do not need to feel bound by its recommendations for how to fit it.

----- snip ----- re: fitting the patch to a host adapter.
>
> Did you fit you connect it to the underside of the host adapter?

That is mostly a matter of where you can find the best room for it.
I don't have any MSTe machine, but have mounted an MSTe host adapter in a Mega ST. This is also modified in some other respects, so my precise way of doing it may not suit your needs.

>>Is there anything else you need to know about this ?
>
> Is there any advantage by using a drive with parity enabled?

No, not with a patch like this, since it simply forces the parity line to always hold correct parity. No parity tests will be done anyuay.

> If I fitted this to the host adapter, would an SCSI that didn't have
> parity enabled, work ok?

Yes, both drives with and without parity will work, even when connected at
the same time.

> I downloaded an article from Mark's Mega STE Page a year or two ago
> (that doesn't seem to be accessable now) and that suggested that Atari
> had forgot to include 'power good signal' from the internal host
> adapter to pin 40 on the hard drive. It recommended that you split the
> ribbon cable (for pin 40) leading to the hard drive, and connect a
> +5 volt to the hard disk side of the cable split. Is this a
> modification you have done or would recommend?

The term 'Power good signal' is incorrect. That is a signal often used with
switching power supplies to switch power off before hardware can be damaged
by erroneous voltages, or to protect the supply itself from overload.
This has nothing to do with a SCSI bus.

The correct term is "TERMPOWER" (or similar) and is a +5V supply intended
only to drive the termination resistors of connected drives. Most drives
supply this voltage as an output, but some few do not. Some host adapters
need to use this as their supply voltage, but not the MSTe adapter, which
gets the supply voltage with the other signals through the connector that
is plugged into the MSTe.

Some drives may want that voltage, but none of mine need it.
(They feed their terminators internally.)

The drawback of connecting the +5V of the MSTe to an external bus is that
accidents (eg: ribbon cable made with misaligned leads) may short circuit
the MSTe power supply. If you make the mod you should have a _fast_ 1amp
fuse in series with it. In fact the SCSI specs require such a fuse to be
used in any device that feeds the TERMPOWER voltage.

Another protective device is to also pass the current through a diode,
before reaching the TERMPOWER lead. This way several such units (drives)
can feed the TERMPOWER lead at the same time, without harming each other.
The diode naturally causes a small voltage drop, but in most cases this
does not matter.

Note that this diode doesn't eliminate the need for a fuse, since the
diode only protects against back currents coming in from the bus, whereas
a short circuit on the bus would draw current in the forward direction,
from the feeding device (here MSTe) out to the bus. So both are needed.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2241. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df4@oden.se>
Source record: 79419

on Tue 04-05-1999 15:11 Dan Ackerman wrote:

>In article <7gm3acdvt3@news5.svr.pol.co.uk>,
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>>On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
>>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:

----- snip ----- re: problem with CAB download module

>>I think that we tracked the problem down to the CAB overlay. You need either
>>to have connected using IConnect and use the overlay as supplied with CAB,
>>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>>background downloading unless teamed up with STiK.

> Actually it has to do with some of the config variables in STiNG.
>I had someone who tracked down the offending section and once they removed
>it everything worked fine.

Hi again Dan,

Can you please report which variables were involved ?

Does this mean thay you have implemented new variables in STiK,
or for CAB.OVL rather, which are incompatible with some used
by the STinG kernel ?

If so, we need to agree on what to do about it.
(Here, in beta list, or in private mail, as you please.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2242. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <372f9d943922df5@oden.se>
Source record: 79420

on Tue 04-05-1999 17:13 Jos den Bekker wrote:

>on Tue 04-05-1999 I wrote:
>
----- snip ----- re: bombing bug when sigs.inf specified nonexistent TTP
>
>But there was no f:\aphorism.ttp. It turns out that Pexec() bombs if
>you feed it a non-existent program. It shouldn't, it should just
>return an error code, but instead it messes things up terribly. I
>built in a extra check now, and only execute Pexec() if the program
>exist

But hey, Jos

If someone gets this error it must mean that he is running Okami without having edited the sigs.inf from your defaults, which means that he'd be signing all his messages with _YOUR_ sigs IIRC. That makes no sense.

IMHO the installation had not been completed, and then Okami really can't be expected to work right. (Though it should try to avoid bombing.)

Still, this does illustrate the need for the kind of improved docs that we discussed the other day, making it crystal clear which files to edit and how to do it right. (But of course, after your planned updates.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2243. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <7go669$p82$1@remarQ.com>
Source record: 79421

: > Erm... not quite. StinG has neither NFS nor Samba.

BNET for sting mounts drive partitions across TCP/IP.

Brian

2244. Re: Notator 3.1, 3.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7god8p$ql0$1@spnode25.nerdc.ufl.edu>
Source record: 79422

Notator's donggle is a key protection device and without it NO WAY
JOSE! it would not work. Some have tried to bypass the donggle but its
timing and many functions would be incorrect and the prg become useless.

Raymond

>
> Notator 3.1, 3.2
>
> From: "verklau" <verklau@village.uunet.be>
> Reply to: "verklau"
> Date: Tue, 4 May 1999 15:32:41 +0200
> Organization: UUNET Benelux (post does not reflect views of UUNET
> Benelux)
> Newsgroups:
> comp.sys.atari.st
> Followup to: newsgroup(s)
>
>Hello,
>
>Someone would know how to make function Notator 3.1 or 3.2 on a 1040 ste
>without the doggle.
>
>Thanks
>verklau@village.uunet.be

2245. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7godh0$gv2$1@slave1.aa.net>
Source record: 79423

Hello,

My question: "Scan Rate" - is that the horizontal or the vertical range on my monitor? I have a "14 Magnavox SVGA. Actually it says Philips on the back and in the manual, and the model # is CM 2089. According to the manual, the rates are Horizontal = 31.5 - 35.5, and Vertical = 56 - 87. I have tried both Videlity and Videl Inside, but just can't get an 800 x 600 display in any color setting, with or without interlace. Is the problem a result of the limited frequncies of my monitor? I have Nemesis.

(I did, however, get something around 1100 x 800 in mono. Very useful for programs like LOGIC, LOGIC AUDIO, and X_Or.)

Thanks,

Clayton Murrayu
claytone@aa.net
Seattle, WA USA

On 1 May 1999 05:34:16 G, Paul Nurminen wrote:
> *For the record: My monitor is a 15" CTX, and is less than a year old. And
> according to the monitor's manual, the lowest scan rate is 30KHz, and the
> highest is 55KHz.

2246. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: baldrick@dilbert.netset.com
Message-ID: <7gog7d$f69$1@athena.netset.com>
Source record: 79424

In article <372f9d943922df4@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>on Tue 04-05-1999 15:11 Dan Ackerman wrote:
>
>>In article <7gm3acdvt3@news5.svr.pol.co.uk>,
>>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>>>On 1 May 1999 03:16:00 G, Paul Nurminen wrote:
>>>>On 26 Apr 1999 18:44:32 , Rob Henning wrote:
>
>----- snip ----- re: problem with CAB download module
>
>>>I think that we tracked the problem down to the CAB overlay. You need either
>>>to have connected using IConnect and use the overlay as supplied with CAB,
>>>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>>>background downloading unless teamed up with STiK.
>
>> Actually it has to do with some of the config variables in STiNG.
>>I had someone who tracked down the offending section and once they removed
>>it everything worked fine.
>
>Hi again Dan,
>
>Can you please report which variables were involved ?
>
>Does this mean thay you have implemented new variables in STiK,
>or for CAB.OVL rather, which are incompatible with some used
>by the STinG kernel ?
>
>If so, we need to agree on what to do about it.
>(Here, in beta list, or in private mail, as you please.)
>

I've forwarded the message I received to the person that started
this thread. Hopefully they will try it out and let us know if they have
the same effect as the person that emailed me. As to what specific
variables it was in STiNG that area is kind of vague. They had a section
of the default config that they removed entirely and then all the modules
started functioning properly.

So before I get a bunch of people hacking at their default configs
and possibly making a mess of their setups. Why don't we see what the
results are. Should probably show up in a day or so. Since I don't use
STiNG, I've never really had a chance to verify their results.

Dan Ackerman
aka baldrick@netset.com

2247. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990505014718.16271A-100000@halifax.chebucto.ns.ca>
Source record: 79425

On Tue, 4 May 1999, John Whalley wrote:

> As Tony's said in his post, he was describing the method of operating the
> CPX. The key points are that he's using his serial port but has it set to
> active by the CPX: this will confuse the dialer and result in odd behaviour,
> including seeming to connect but not working - I know, I did this myself the
> first time I set up STinG!

Unfortunately if I don't select Active in my port settings, I can't
connect at all. It reports 'Initialising (sic) link', counts 2 seconds
and disconnects - every single time. When I select Active in the port
settings, I connect but get no resolved host.

> >To test his connection he should first try to Ping his ISP with
> >numerical address. If this works his connection is basicly working.

I tried pinging and was instantly disconnected each and every time.
I'm running out of options to try. :-(

2248. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990505015055.16271B-100000@halifax.chebucto.ns.ca>
Source record: 79426

On 4 May 1999, David Leaver wrote:

> On 3 May 1999 23:57:48 G, Tony Cianfaglione wrote:
>
> >Starting CAB (using the ovl obtained from Dan's site), I get the message:
> >can't resolve hostname.
>
> (1) Is your name server set correctly?

My ISP supplied me with the actual settings I need. My PC PPP settings
work perfectly every time.

> (2) What is your default page in CAB? Is it trying to connect to
> something which doesn't exist?

http://www.chebucto.ns.ca/ (with index.html selected)

It is our freenet's homepage.

> (3) Does your ISP insist on a proxy server? If it does and you do not
> have it set, CAB will fail to resolve.

They didn't mention it. They use PAP which I have set up and they
checked over the dialing and default scripts and said everything looks
good. They (and I) are stumped as to why it doesn't work.

2249. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7goona$q84$1@nnrp1.dejanews.com>
Source record: 79427

In article <7go669$p82$1@remarQ.com>,
bjr@master.localink4.com (Brain Roland) wrote:
> : > Erm... not quite. StinG has neither NFS nor Samba.
>
> BNET for sting mounts drive partitions across TCP/IP.
>
> Brian
>

Yep it does, but the last time I looked at this program
it only supported its own protocol (so no NFS yet) and
it only runs under Magic.

Please correct me if I'm wrong...

Regards,

Ben Hills.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2250. Re: Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <372fdd7e.0@news.madhouse.uk.com>
Source record: 79428

> >Its being offered by the Tempo chain of electrical stores, who are giving
> >out CD-Roms with the PC and MAC software on it.
>
> Do you know the address of its registration site (www.tempo.net???)
> then we could try it on-line?
>

Initial test have an Atari connected :-)

BUT Ataris will still not be able to do the online registration cos it uses
pearl scripts :-(

and is only available from the CD, just like Freeserve :-(

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

2251. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990505094500.13720F-100000@hal.fishpool.fi>
Source record: 79429

> > Erm... not quite. StinG has neither NFS nor Samba.
>
> BNET for sting mounts drive partitions across TCP/IP.

But it's neither an NFS nor a Samba implementaion, is it?

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2252. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <925887216.11570.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 79430

Tony Cianfaglione wrote in message ...
>
>
>On Tue, 4 May 1999, John Whalley wrote:
>
>> As Tony's said in his post, he was describing the method of operating the
>> CPX. The key points are that he's using his serial port but has it set to
>> active by the CPX: this will confuse the dialer and result in odd
behaviour,
>> including seeming to connect but not working - I know, I did this myself
the
>> first time I set up STinG!
>
> Unfortunately if I don't select Active in my port settings, I can't
>connect at all. It reports 'Initialising (sic) link', counts 2 seconds
>and disconnects - every single time. When I select Active in the port
>settings, I connect but get no resolved host.

This is obviously not right, then. Have a look at your DIAL.SCR. The
variable DEF_ROUTE should be set to TRUE. If it isn't, you can either edit
DIAL.SCR in an editor or use the dialer - check the "Default route through
port" option.

Also check your ROUTE.TAB - the active line should read:

0.0.0.0 0.0.0.0 Modem 1 0.0.0.0

Just change the port name if you are using Modem 2.

>> >To test his connection he should first try to Ping his ISP with
>> >numerical address. If this works his connection is basicly working.
>
> I tried pinging and was instantly disconnected each and every time.
>I'm running out of options to try. :-(

I suspect you're actually not far off getting it to work.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2253. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7goq3r$55u$1@news5.svr.pol.co.uk>
Source record: 79431

```
On 3 May 1999 19:41:31 G, Ronald Andersson wrote:
>on Mon 03-05-1999 11:46 Derryck Croker wrote:

>----- snip ----- re: more on DIAL_SCRIPT problem (fixed)
>>
>>A moment's work with Everest has restored sanity! ;-)))
>
>Your own, or the computer's ? ;-)

Ah - now that *would* be telling! ;-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2254. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7goq3t$55u$2@news5.svr.pol.co.uk>
Source record: 79432

On 3 May 1999 23:57:48 G, Tony Cianfaglione wrote:
>Okay...an update on my progress!

[...]

>Starting CAB (using the ovl obtained from Dan's site), I get the message:
>can't resolve hostname.

I wonder if you have the right, or any, nameserver addresses in your
dial.scr? If that's missing then your ISP won't be able to translate the
Human-readable www.where.what.whatever into the numeric address that is
actually used to access that URL.

If your ISP supports it and you're using the latest version of the STinG
dialer, you can get the nameserver address dynamically from the ISP.

HTH?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2255. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372FEFC9.153F@ooc.de>
Source record: 79433

Brain Roland wrote:

> This patch is okay to use under MagiC 6.1?

It is since it has nothing to do with the operating system. It simply
changes a setting in HDDRIVER and doesn't affect anything else.

> Could it be that this this CAF_FIX might stabalize my Falcon so background
> DMA can be used?

No. It does only what I said it does and nothing more. If background DMA
doesn't work with your Falcon you have a hardware problem. And if it's a
lockup it's most likely the usual Falcon SCSI/DMA problem. The Falcon is
simply broken in this respect.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2256. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <372FF0B8.1B5E@ooc.de>
Source record: 79434

Ronald Andersson wrote:

> To what ? (few seconds, a minute, 2 minutes ?)

I don't know it by heart. About 30 seconds or so.

> Ok, you are the SCSI expert, not me.
> But is there really no way to test for a real error ?

Unfortunately there isn't.

> For example, even when large amounts of data are being transferred in
> a single multi-sector DMA block, it should still be possible to check
> the DMA address and/or sector counters.

No, since it is legal that a SCSI device stops a transfer for certain
reasons. For more information take a deep look into the SCSI-2 or SCSI-3
specification.

> Note also that this is NOT just a Falcon specific problem.

It definitely is a Falcon specific problem. Other machines don't have
this hardware bug.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2257. Re: HD Atari SH204

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372FEF1F.EF08BB68@directprovider.REMOVETHECAPITALS.net>
Source record: 79435

verklau a ï¿½crit :
>
> Hello,
>
> I recovered a HD Atari SH204, but I don't have manual nor program of
> installation.
> Someone could inform me how to install this HD on my Atari 1040 ste.
>

You should just plug it in. Since it can only work with an Atari,
chances are it will either already be formatted and partitioned. If not,
just get the latest AHDI driver from the Quick FAQ.

This is a very old drive with a 20Mb capacity.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2258. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372FEF85.2F5F2AF0@directprovider.REMOVETHECAPITALS.net>
Source record: 79436

```
BGarvey355 a ï¿½crit :
>
> >1024Kb=1Mb, if it hasn't been modified of course.
> >
> >Nick
>
> Actually, Nick, 1Mb would be 1048576 bytes, thus it is named a 1040ST (maybe
> Atari should have rounded up to 1050, oh wait that's a disk drive.) ;-)
>

My theory is that they rounded up 512Kb to 520 (like on motorbikes), and
then doubled it with the 1040.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2259. Re: FS: ST1040

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <372FF3A4.AD609ADA@directprovider.REMOVETHECAPITALS.net>
Source record: 79437
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

```
Sam Ward a ï¿½crit :
>
> I've got an ST1040 Atari with MS124 monitor, panasonic printer, atari modem
> (14.4k baud I think), 20Meg HD for sale--all cables, Pagestream page layout
> software, C-Lab Creator Midi sequencer, etc. for sale. Everything $100 or best
> offer...

The Atari modem was 1200 bps I think.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2260. CAF HELP

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Jacques Rypko <rypko@lal.in2p3.fr>
Message-ID: <373057CC.42AF@lal.in2p3.fr>
Source record: 79438

hello
Perhaps somebody can help me !

Here is my fist probleme:

When I record an audio file toto.aif on the
empty part (500megabytes) of my HD,always
there is a creation of an other empty file,named
toto1.aif.
If the size of toto.aif ,for example,is 100megabytes,
then toto1.aif will be a size of 400megabytes(this
file is empty) ,I have always the sizes:
toto.aif + toto1.aif = part of HD, the part is full.

I asked Steinberg France about this probleme,they answered
me laconicly: it looks like to a virus named "spacefiller".
I don't know if it is a joke !
What do you think about this probleme ?
Do you meet the same probleme ?
How to avoid the creation of this empty parasite file ?
How to erase this empty parasite file in CAF ?
What about the answer of Steinberg France,is there a virus ?
How to kill this virus,where can I find an antivirus
program ?
Here is my second probleme:

When I load CAF,I can see there is 1megabytes RAM free left on the
totality of 14mega.
Is it normal ?

best regards J. Rypko

2261. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <M2+FyBArE$L3EwPg@steverosie.demon.co.uk>
Source record: 79439

In article <19990504185316.23259.00002307@ng-fg1.aol.com>, BGarvey355
<bgarvey355@aol.com> writes
>>1024Kb=1Mb, if it hasn't been modified of course.
>>
>>Nick
>
>Actually, Nick, 1Mb would be 1048576 bytes, thus it is named a 1040ST (maybe
>Atari should have rounded up to 1050, oh wait that's a disk drive.) ;-)

They may then have a confusion with the Atari 1050 disk drive!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2262. Re: CAF HELP

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XGBDOOAUc$L3EwOP@steverosie.demon.co.uk>
Source record: 79440

In article <373057CC.42AF@lal.in2p3.fr>, Jacques Rypko
<rypko@lal.in2p3.fr> writes
>What about the answer of Steinberg France,is there a virus ?
>How to kill this virus,where can I find an antivirus
>program ?

Hi

I have The Ultimate Virus Killer (UVK) 6.6 at ï¿½3 GBP plus postage, if
you are interested;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2263. Re: Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372feb405da74500@holleman.demon.nl>
Source record: 79441

on Tue 04-05-1999 13:59 Neil Roughley wrote:

>Either that or he hasn't entered the new font information in the correct
>resolution (SCREEN.SYS) area while using ASSIGN.PRG. Or in the case of
>changing the system fonts, one must double-click in the left panel to
>change these fonts back to "normal" status, and then do the same to
>assign the new "system" fonts (which are prefaced with an "s"). Maciej
>may have missed these points.

Hi Neil,

since he was talking about Thing and Jinnee fonts, I'm pretty sure it's
the format. These are no 8x16 types. I once tried them myself but NVDI
won't take anything else but 8x16's. I reckon he's been smart enough to
put the S'es where they belong and shove the fonts under the appropriate
screen rez :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2264. Re: ANNOUNCEMENT: Okami

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <372feb405da74501@holleman.demon.nl>
Source record: 79442

on Wed 05-05-1999 00:03 Krzysztof Maj wrote:

>On Mon 03-05-1999 07:51 (GMT) Louis wrote:
>
>>The funny part was that after hitting "send" the
>>*.tmp file was still in /tmp and meanwhile a new zerobyte *.tmp file was
>>created there with number n+1. So instead of working 00000016.tmp to the
>>new files in /news/_o_outb it bombed out, after that the 00000016.tmp was
>>still in /tmp and a new 00000017.tmp had been created...
>
>I have had very similar problem. This was caused by corrupted hard disk
>(lost sectors).
>Rein must check his disk with a tool like ZORG or DIAMOND EDGE.
>

Hi Krzysztof,

well, it was the bloody sig stuff plus missing items in his logfile.
It's all OK now, next barrier will be (for Rein and Jos) to get the ISO
whatever-2 implementation right... :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2265. Re: CAF HELP

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37300502.493D5A2E@directprovider.REMOVETHECAPITALS.net>
Source record: 79443

Jacques Rypko a ï¿½crit :
>
> hello
> Perhaps somebody can help me !
>
> Here is my fist probleme:
> ------------------------
> When I record an audio file toto.aif on the
> empty part (500megabytes) of my HD,always
> there is a creation of an other empty file,named
> toto1.aif.
> If the size of toto.aif ,for example,is 100megabytes,
> then toto1.aif will be a size of 400megabytes(this
> file is empty) ,I have always the sizes:
> toto.aif + toto1.aif = part of HD, the part is full.
>

I've never owned CAF, so I'm not 100% sure, but I beleive that's normal.
Cubase reserves the entire HD partition for it's own use.

> I asked Steinberg France about this probleme,they answered
> me laconicly: it looks like to a virus named "spacefiller".
> I don't know if it is a joke !

Steinberg France don't give a damn about the Atari market, and they
probably don't even know what an Atari looks like any more.

> What do you think about this probleme ?
> Do you meet the same probleme ?
> How to avoid the creation of this empty parasite file ?
> How to erase this empty parasite file in CAF ?

You don't have to. Cubase manages it on it's own. You just have to use
this partition for CAF only. Don't use your CAF partition for general
use.

I seem to remember that if CAF crashes, then it won't free up the extra
file, and you may have to delete it yourself.

> What about the answer of Steinberg France,is there a virus ?

I don't think so.

> How to kill this virus,where can I find an antivirus
> program ?
> Here is my second probleme:
> -------------------------

> When I load CAF,I can see there is 1megabytes RAM free left on the
> totality of 14mega.
> Is it normal ?

That sounds like a lot. Have you loaded all the modules and everything ?
Any accessories, file selectors, alternative desktops, etc... ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2266. Pac-Man Fever Album

Newsgroup: comp.sys.atari.st
Date: 1999-05-05 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7gp18tntr1@autumn.news.rcn.net>
Source record: 79444

Is now available at:
http://members.xoom.com/dbdb_98/stuff/pacmanfever/

2267. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373116dc12958c0@oden.se>
Source record: 79245

on Wed 05-05-1999 22:25 Tony Cianfaglione wrote:

>
> I have DEF_ROUTE=TRUE and I am no longer selecting Active in port
>settings. I have un-selected 'send LOGIN.BAT upon connection' and have
>checked the route table for 0.0.0.0 0.0.0.0 Modem 2 0.0.0.0
>
> I can no longer connect at all - it simply hangs up as soon as the ISP
>picks up the line. I'm back beyond square 1.

You are misinterpreting the results. The ISP does not hang up immediately,
but does so after your login attempt has failed, which it does for reasons
made obvious below.

----- snip ----- re: initial LCP option configuration (seems OK)

The 'problem' comes when PAP (Password Authentication Protocol)
attempts to identify you and verify your rights to login.

>LCP -> Link established, starting PAP & IPCP.

So far so good, but the 'problem' is in the packets exchanged for the
password verification below. I'll make it clearer for you by putting
the ascii characters below the significant ascii codes.

>PAP -> Doing Conf.-Request : (Id $18)
> [04 74 6f 6e 79], [0a 74 65 73 74 66 6f 72 70 70 70].
NB: t o n y t e s t f o r p p p

The above request means that you are attempting to login with
PAP_ID = tony
PAP_PASSWORD = testforppp

Now, you may indeed have the username "tony", but I strongly doubt that
your ISP has allowed you the password "testforppp". Assuming that they
have not done so explains the following response (and disconnect after).

>PAP -> Peer sends Conf.-Not-Ack. : (Id $18)
> [0d 49 6e 76 61 6c 69 64 20 4c 6f 67 69 6e].
NB: I n v a l i d L o g i n

The above naturally means that the ISP found your password unacceptable.

>LCP -> Link is going down.
>LCP -> Doing Term.-Request : (Id $19)
>LCP -> Peer sends Term.-Ack. : (Id $02)

And this was the PPP disconnect, soon to be followed by line disconnect.
All in very good order.

> Any more ideas? I'm dead in the water now.

How about entering your correct PAP_ID and PAP_PASSWORD into the dialer ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2268. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905060542310.107-100000@online.no>
Source record: 79246

On 5 May 1999, DarkChyld wrote:

> On 5 May 1999 01:51:00 +, Odd Skancke wrote:
> ->
> -> Hey, everyone. I just had my main minixfs go down in flames. Had to
> ->install everything, and ofcourse I didn't keep a backup. This means I've
> ->lost all the mail I got regarding Hades help and other questions that I've
> ->been mailing people about. If any of you remember sending me a reply and
> ->still have that reply in your out-mail, please re-mail it to me. That
> ->would be most appreciated.
> ->
> ->
> -> Thanks...
> ->
> ->
> -> Odd Skancke - ozk@atari.org
> ->
> ->
> ->PS: I now have a backup of my main minix partition....
>
> Wow, what happened? Usually Minix/the MiNT partition is as solid
> as rock... Sorry for your misfortune! ;-(
>

Well.. I kinda made it come ;-) This is on my Hades 060, and I've been doing a lot of tests with different betas of minix.xfs/kernels and such. I must admit that I've not been nice to the system, so I wasn't very surprised when it happened, I just sweared a lot because I didn't keep a backup of the important files, like my in-box file. I had no problems getting the system uprunning again. I did manage to save most of the stuff on the partition, so I just minit'ed the partition and copied things back onto it.

Odd Skancke - ozk@atari.org

2269. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <373122bf$0$489@news.zetnet.co.uk>
Source record: 79247

On 5 May 1999 00:26:15 G, Ronald Andersson wrote:
>on Tue 04-05-1999 11:33 Mike Borsley wrote:
>>On 3 May 1999 19:41:25 G, Ronald Andersson wrote:

>----- snip ----- re: archive file names of host adapter patch docs
>>
>> I don't actually know the file name, I just clicked on the link on
>> Joe's site. The same things on Hallvards Launchpad, and that comes up
>> with an error as well.
>
>If you use CAB the full URI is visible in the status line of the browser
>window whenever you move the mouse over a link (no clicking needed). For
>a download link that URI will normally end with the name of the file to
>be downloaded. (CGI exceptions exist of course.)

Ah yes, I checked again.

It was http://www2.magmacom.com/~montreum/host.html I tried several
ftp sites without success, and did a file search on Hallvard's
launchpad for host.html. This didn't find it, but brought up a multi
search engine. I crashed on this, so gave up then. I probably don't
need it anyway, just that its nice to weigh up all the options,
before getting out the soldering iron, not forgetting the magnifying
glass. :-)

>----- snip ----- re: fitting the patch to a host adapter.

Martin recommended connecting the 5v +ve and ground from the power
supply to the hard drive. Do you think it would be OK if I made this
connection on the host adapter PCB?
<snip>
Thanks for your detailed explanation of TERMPOWER, it was
interesting, and will be useful to me.

Cheers
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

2270. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gre0mfkb2@news7.svr.pol.co.uk>
Source record: 79248

On 4 May 1999 15:11:39 G, Dan Ackerman wrote:
>In article <7gm3acdvt3@news5.svr.pol.co.uk>,
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

>>I think that we tracked the problem down to the CAB overlay. You need either
>>to have connected using IConnect and use the overlay as supplied with CAB,
>>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>>background downloading unless teamed up with STiK.
>>
>>As usual this is IME...

> Actually it has to do with some of the config variables in STiNG.
>I had someone who tracked down the offending section and once they removed
>it everything worked fine.

Now this IS interesting! :-))

Count me in if you want me to do some tests with STinG and your overlay, in
the light of the further postings in this thread!

In any case I'd deeply appreciate an email (take the usual anti-spam
measure) about the required changes to the script please.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2271. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7gre0ofkb3@news7.svr.pol.co.uk>
Source record: 79249

On 4 May 1999 18:34:15 +, Steve wrote:
>Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:
>
>> :-)) I'm still on NeST, but there have been changes in the echos to try and
>> rationalise them. Meanwhile, AtariNet has closed, the FidoNet Atari areas
>> have had no messages for some time, and TurboNet is moribund :-(((
>
>Things where slowing down a little around 3/4 years ago. I joined CiX
>and this was great, but the call cost was getting to high and the
>Internet was too tempting!

It's still the "place to be" for all UK Atarians IMHO. There's a scheme
whereby you can divert unused time credits to browsing these days, and CiX
have been voted ISP of the year, or similar accolade.

>Still messing about with KiviQWK and Keiths Point BBS was fantasic :)
Some have closed :-((

>> There is a later version of HPOptimiser but I've not got round to working on
>> it yet, there's German text in the binary although the docs are in perfect
>> English.
>
>Erm, hurry up then lad, stop wasting time in Usenet! ;-)))
:-)) There was only a bug fix from the earlier version, but yes, you're
right. Hmm, another line for my jinnee notepad...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2272. Classical Computer and Game Fair 2000

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <7gr4so$4hc$1@alexander.INS.CWRU.Edu>
Source record: 79250

Greetings!

We, the Atari Group, and other user groups here in the Cleveland Ohio area, are thinking of having a Classical Computer And Game Fair in 2000, late Spring.

We are looking for members of the following user groups, and they can also be from surrounding states:

Timex/Sinclair
Atari
Amiga
Commodore
Texas Instruments
Adam
Apple II
Tandy

And, video game users.

Our intent is that it be FREE to everyone, vendors and fairgoers, with seminars possible.

We are looking for helpers in the this, too.

Please email me if you are members of the above, are interested, can publicize for us, are just want to help!

Regards,

Jim W. Krych
--
" A friend loves at all times, and a brother is born for adversity." Proverbs 17:17
"Your eyes have never seen a monitor so big or a TV so clear!" - VideoTurtle

2273. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7grflf$6qs$1@pegasus.csx.cam.ac.uk>
Source record: 79251

Steve Stupple wrote in message ...

> Snip <

>
>Hi
>
>What do you need to know? I've just grabbed a ST keyboard and it has a
>HD6301V1P on it!
>
>--
> Cheers! for now
> Steve <><
>

That all I needed to know thanks folks.

Stephen Moss.

2274. Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37313FE7.8837F29F@directprovider.REMOVETHECAPITALS.net>
Source record: 79252

Well, I'm still struggling with Okami. I upgraded to v2.0, and ran the CONVERT.TOS program, and it did work the first couple of times. The problem is that now, whenever I try to read email or a newsgroup, I get a "Faulty IDX file". It tries to correct it, then displays all the messages, each time I go back I get the same message.

When I go and look at the files, the IDX file has just disappeared. Because of this, Oimport can't find the IDX files and can't import new stuff.

Is this a bug or am I doing something wrong ?

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2275. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <373143b7.0@news.madhouse.uk.com>
Source record: 79253

>
> Lethor7 a crit :
> >
> > hi,
> > where could I find an Atari HD for an ST?
>
>
> If I were you I'd get either a SCSI drive with a SCSI host adapter or an
> internal 2.5" IDE drive with an IDE controller board. Check out the
> Quick FAQ for details.
>

I can supply SCSI drives very cheap :-)

2.1Gb 60 UK pounds
4.2Gb 100 UK pounds

Price includes postage in the UK, but anywhere else can be arranged.

--
Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

2276. SCSI Hard Drives For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <373143c1.0@news.madhouse.uk.com>
Source record: 79254
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have some more SCSI Hard Drives For Sale

2.1Gb 60 ukp
4.2Gb 100 ukp

Prices include postage in UK, for elsewhere in the world an addition cost
will have to be made.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

2277. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37314208.E7F2AD7A@directprovider.REMOVETHECAPITALS.net>
Source record: 79255

Nicholas Bales a ï¿½crit :
>
> Well, I'm still struggling with Okami. I upgraded to v2.0, and ran the
> CONVERT.TOS program, and it did work the first couple of times. The
> problem is that now, whenever I try to read email or a newsgroup, I get
> a "Faulty IDX file". It tries to correct it, then displays all the
> messages, each time I go back I get the same message.
>
> When I go and look at the files, the IDX file has just disappeared.
> Because of this, Oimport can't find the IDX files and can't import new
> stuff.
>
> Is this a bug or am I doing something wrong ?

I'll also add that I tried deleting all the newsgroup files and starting
all over again. First import was ok, but as soon as I started reading, I
got that same "faulty IDX file" message. This is on a Falcon, with NVDI,
Thing, STinG, News/Popwatch.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2278. GEAR FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: "christian a. h." <godpup@ix.netcom.com>
Message-ID: <37314234.5502141F@ix.netcom.com>
Source record: 79256
Cross-posted to:
rec.music.makers.synth,rec.music.marketplace,rec.music.makers.marketplace,rec.music.makers,comp.sys.atari.st

Switching over to a completely computer based platform so I'm selling
most of my gear. Studio use only in a dust free and smoke free
environment...

Oberheim Matrix-6:
In perfect condition with copy of manual, supplementary 'guide,' and
about 1000 patches on atari formatted disks. (the casing of the keyboard
has a few stickers on it which can be removed..)
$475 obo Not including shipping

Korg DSS-1:
In perfect condition (yes, the disk drive works..) with manual and
technical specs. (also has a sticker on it which can be removed..)
$500 obo Not including shipping

Yamaha DX11:
Near perfect condition with manual. (three of the keys have slight
'chips' that aren't noticeable from above. covered up with white tape.
doesn't affect the functioning of the machine.. also has a sticker on it
which can be removed..) I'll include a keyboard stand with this as
well.
$325 obo Not including shipping

Roland R5 Drum Machine:
Near perfect condition with manual and power supply. (actually the
manual for the R8 which works fine with this unit..) I'll include an
Alesis Nanoverb II with power supply as well.
$300 obo Not including shipping

ART FXR Elite Processor:
Perfect condition with manual and power supply.
$150 obo Not including shipping

Alesis Midiverb 4:
Only a few months old. Comes with manual and power supply.
$250 obo Not including shipping

Alesis Nanocompressor:
Only a few months old. Comes with manual and power supply.
$70 obo Not including shipping

Tascam 424 multitrack recorder:
Only a few months old. Comes with manual and (new) blank tapes. Less
than an hour of use.
$350 obo Not including shipping

Atari 1040STfm Computer:
Comes with manuals, monitor, mouse and software. Upgraded to 4 Megs of RAM and TOS 1.04.(1.4) Atari Megafile HD (30 Megs) with HD Driver software. Cubase Score (registered version) with manuals and dongle. (latest and last version released for the atari..) Also includes X-oR notator / librarian, NVDI graphics driver, NeoGeo desktop replacement, Eureka cartridge clock and other 'maintenance' software. Everything's in perfect condition.
$380 obo Not including shipping

Sampling CDs:
Prosonus Drum Loops Volume I with insert. $35
Ilio Pitbull 'hardcore' d'n'b Loops with insert. $65
Both in perfect condition. Shipping included in the continental U.S.

I live just outside of Baltimore Maryland for reference..

cheers,

christian
--
"I've got the brains, I've got the looks, I'll make lots of money.."
ICQ# 15688864

2279. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3h$dra@enews3.newsguy.com>
Source record: 79257

On 4 May 1999 06:15:40 G, Derryck Croker wrote:

>I think that we tracked the problem down to the CAB overlay. You need either
>to have connected using IConnect and use the overlay as supplied with CAB,
>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>background downloading unless teamed up with STiK.

I've been doing background downloading (often several different files at once)
using CABDLOAD since I got MagiC 5. It worked with CAB 2.5 and now with 2.7,
and I've only ever used Dan's OVLs. It didn't, however, work until I installed
MagiC. And by the way, it worked with STinG 1.15 and now with 1.20. But as I
said earlier, according to the CAB 2.5 manual, a multitasking system _is_
required to use the download module while running CAB.

-Paul

--

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2280. Re: CAB JPEG Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3j$dra@enews3.newsguy.com>
Source record: 79258

On 1 May 1999 02:17:32 G, Brain Roland wrote:

>I heartily agree!
>I'd love to see not just a jpg loader...but for gif and audio as well!
>I'd also like to see more things take advantage of the FPU for those who
>have them.
>
>The few softs I have that use the FPU...it does make a WORLD of difference
>in using the non FPU versions.

Well, I never picked up an FPU - mainly due to the fact that it isn't used by many programs. But if CAB took advantage of it somehow, I'd buy one in a second. And I like your ideas about utilizing the DSP for GIFs and audio. But is anyone who could make this happen listening???

-Paul

--

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2281. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3n$dra@enews3.newsguy.com>
Source record: 79259

On 1 May 1999 09:36:46 G, Louis wrote:

>Paul, just create the ASCII-file, call it AUTOEXEC.BAT and stick it into
>your autofolder. MagiC finds it and executes it. Other prgs think it's DOS-
>stuff and do nothing with it. So also X-Boot ignores this completely.

Alright, I might give that a try. But I just figured out another way to prevent the "disconnect-bomb". On my desktop, I have 2 different "dialer" icons - one of them connects to the ISP I pay for (using PPP), the other connects to a free SLIP server [a connection I really shouldn't have because it's a college I don't go to, but a friend did, and he realized you could get a SLIP connection through a sort of "back door"].

Now I realize you can load a different configuration into the dialer (which I've done) and then just dial the other ISP, but I find it quicker to have the two dialers set up (there are two separate DIALER folders/programs on my hard drive, each with it's own DIAL.SCR file).

Now for reasons unknown to me, I've found that hang ups are MUCH quicker when I disconnect from the SLIP server - almost instantaneous. I don't know why, but when disconnecting from my PPP server, it always takes a few seconds - and as stated before, often bombs. Well, haging up from the SLIP server _never_ caused these bombs, so now, even when I dial and connect with my PPP ISP, when I'm ready to disconnect, I just quickly load my SLIP dialer, and disconnect. It's instantaneous and bomb free every time!

So perhaps the STinG dialer disconnect bomb is related to using PPP somehow?

[snip]

(re: QED problems)

>Hmmm, maybe because of the Falcon? Never had probs with any QED (well, one
>on Mint, but 4.52 solved the problem). I had QED bombing out for a while
>when trying to print, this turned out to be some corruption/mix-up in the
>drivers. Backed up my printer sys stuff and all was OK again.

I don't know, but for now, I'm back to 4.10 - relatively trouble free.

>You may try this new editor, Luna I think it's called. I simply stick to
>QED, nice stuff, Olga compatible, separate setups for all types of files.
>But like I said before, the combo Falcon/MagiC appearently is one asking
>for trouble, if not BIG trouble...

I really like QED, but I might check out "Luna" just for the hell of it.

>Wish you luck... :-)

Thanks Louis!

-Paul

--

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2282. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3t$dra@enews3.newsguy.com>
Source record: 79260

On 2 May 1999 01:04:09 G, Trevor Spencer wrote:

>First of all I tend not to log off POPwatch but leave it running in case
>any more mail comes in whilst I'm downloading ng with Newsie or using
>CAB.

Well, it doesn't seem to matter if I leave POPwatch active or not. Currently, I pay for my [PPP] ISP by hours of usage (they had a good deal going for this, and often I only have time to get mail/newsgroups a couple times a week, so it works out for me). But things are changing (with my schedule and their rates) so I'll probably switch it to unlimited time with them soon. Anyway, my point is that I usually connect just long enough to get what I need, then disconnect, then answer e-mail and read newsgroups offline, then re-connect etc.

>If I get bombs with STinG when I do log off POPwatch or it happens
>anyway, I simply "tidy up" in MagiC and everything works fine again and
>I get no re-occurence of the bombs.

Hmm, never thought using "tidy up" with MagiC would allow the dialer to connect again. I'll give it a try next time it bombs.

-Paul

--

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2283. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3r$dra@enews3.newsguy.com>
Source record: 79261

On 1 May 1999 16:15:12 +, Vassilis Papathanassiou wrote:

>First you can try MAGXBO32 plus MAGTOROM (from Uwe Seimet). This will protect
>MagiC's memory, so no other program will be able to write to this area.
>Maybe this way you'll be able to catch the 'suspect' ;-)

I use MAGTOROM, but don't think I've tried MAGXBO32. I'll look for it, thanks.

>Now try BOOTCONF (v 1.32 again from Uwe's page) and set Boot delay to 0 secs.
>This will prevent the memory test (no need to hit a key to abort it).

Actually, I use a little program called BOOT TYME [it resides in the bootsector
of a floppy I keep in the Falcon's drive - it also disables the memory test
only it still takes a couple seconds, and shows it's own little "Boot Tyme"
screen. I'll look for BOOTCONF though.

>That's the tricky part! My experience with ICD drivers wasn't so good when
>MagiC came to play (in 1992 !) I'm using HD Driver from then on. Further
>tests until now, haven't convinced me that things have changed. Note that
>the problems are not striking at once, it's more a feeling than real facts,
>and it's personal !

I'm working on getting HD Driver to work correctly with my system (see my post
about it elsewhere in the group).

>But you could start by disabling some options ICD driver has about
>installing a TRAP vector etc (if they still exist in newer versions).

Hmm, something to look into, again, thank you.

>>-Choose to boot MagiC again (with all the required crap that goes with it!)
>>
>Such as ?

Oh, just the usual AUTO folder/CPX/ACC stuff. Not really complaining here,
just stating that it takes a bit of time to boot up with all the things I use.

>I'd like to see a list of these AUTO folder programs...

Well here is what I usually boot up with when running MagiC (_NOT_ in this order):

TL.PRG
ACAF_FIX.TOS
DRVIN.PRG
EXTENDOS.PRG
FONTSEL.PRG
JPEGD.PRG
MAGTOROM.PRG

MAGXBOOT.PRG
NEMESIS.PRG
NEM_HI.PRG
NVDI.PRG
SCC.PRG
SLECTRIC.PRG
STING.PRG
VIDELITY.PRG
WDIALOG.PRG
XBOOT.PRG

-Paul

--

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2284. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg3v$dra@enews3.newsguy.com>
Source record: 79262

On 2 May 1999 10:24:20 +, Kenneth Medin wrote:

>I have often got 2 bombs when disconnecting STinG. Then if I try to
>run the dialer again everything locks up.
>
>But, since removing the default route in my ROUTE.TAB no more bombs!
>It's been 4 days now and I'm hoping for the best.
>
>I have the dialer setup to "add default route through port". If the
>default route is already present in ROUTE.TAB there might be a problem
>with adding another one. Don't know really.
>
>If you only use STinG to connect to your provider (no LAN) there is no
>need for a ROUTE.TAB at all! Also delete STNGPORT.CPX and STING.PRT as
>they only make sense on a local network.

Something to try, thanks!

-Paul

--

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2285. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg41$dra@enews3.newsguy.com>
Source record: 79263

On 1 May 1999 02:33:25 G, Brain Roland wrote:

>If you've not done the SCSI patch..make sure it's done!
>Next...I get those freezes sometimes...under MagiC in high color
>resolutions with modems going. This is reduced by disableing DMA...
>I rarely get them at all then.

Well, I'm 90% certain I had that fixed way back in 95 when I got my Falcon. I had an Atari dealer do all the required Cubase Audio mods, which as I understood it, included the "clock fix" (ie. SCSI patch). Perhaps I am mistaken though. Is there a test that will determine whether or not it was actually done?

>Finally, HD Driver is not likely the problem, other than it is FAST, and
>the bus on your falcon can't keep up ;) MagiC seems to speed my falcon
>up a bit as well..and with DMA turned on....well...the Falcon's SCSI bus
>just can't keep up!

I'm not really blaming HD Driver - it's just that on my particular system, ICD Pro works better. But I will certailny try HD Driver again with DMA "off" and see what happens.

>Make sure the SCSI bus is well termintated...

Always has been. However, I have often wondered if it matters how many SCSI devices are hooked up. I have a Seagate Baracuda HD, a SyQuest EZ Flyer 230, a Mediavision Reno CD ROM, and a UMAX 1200S scanner. I use quality cables, but perhaps the combined length of all my SCSI cables could be a contributing factor here?

-Paul

--

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2286. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7grg43$dra@enews3.newsguy.com>
Source record: 79264

On 1 May 1999 11:14:39 +, Steve Stupple wrote:

>It's nice to see I'm not alone. I use v7.51 and the drives seem to go
>off to make themselves a cuppa! and it's random, I can have several
>sessions where I don't get a single halt and then I can get several in a
>session.
>
>Their length seems to be random as well! And I've tried it in 1.2, 1.4,
>1.06, 1.62, 2.05 & 2.06 on my ST's:(

That's the thing about ICD Pro. I would occasionally get a freeze up, but it would always resolve itself in 10-30 seconds. As far as why ICD Pro does this and why HD Driver doesn't is beyond me...

-Paul

--

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2287. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37315C44.1B8F@ooc.de>
Source record: 79265

Ronald Andersson wrote:

> Ok, I guess I can live with that. Note however that CAF_FIX could be
> improved by the timing check I suggested, so that even a 30 second
> delay does _not_ cause SCSI reset, except when it happens in such a
> way that the DMA addresses are 'frozen'. That should decrease the
> risk of any unwarranted SCSI resets being generated.

I don't understand. You can't rely on checking of DMA addresses in order
to detect errors. And there is no way to know in advance how long a
transfer might take. Please refer to the SCSI specification for details.

> What I said was that a similar problem can also occur that is dependent
> on a problem with some SCSI drives. So it is not *just* Falcon dependent.

I've never heard of SCSI drives that are broken this way. They would
simply be unusable for any platform, nobody would buy them.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2288. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <isfukNAwpVM3Ewy3@steverosie.demon.co.uk>
Source record: 79266

In article <7grflf$6qs$1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> writes
>
>>What do you need to know? I've just grabbed a ST keyboard and it has a
>>HD6301V1P on it!
>
>That all I needed to know thanks folks.
>
>Stephen Moss.

Hi

I do know that Atari, in another fit of wisdom:p, did use another IC on
the keyboards! Maybe it was the first ST, as that had a completely
different type keyboard!

I also read that it was possible to replace the IC on the keyboards with
one that had more memory and can be programmed! For the life of me, I
can't remember which book it's in:(

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2289. Re: FS: US: Happy Discovery Cartridge

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <scyt4GAHlVM3Ewxa@steverosie.demon.co.uk>
Source record: 79267

Hi

In article <7gpje2$kn61@news.ajou.ac.kr>, Phantomm <phantomm@kih.net>
writes
>
>Hi Steve,
>
>Not sure what you mean by using the U or W?
>I notice that there is a Floppy to File mode in the software.
>But see no U or W option.

I meant the back-up parameters, not the files themselves. If nothing in
the supplied parameters works I make my own, it does mention this in the
manual etc...
>
>All the backup options that I can select are mostly numbered.
>Like 1 thru 79.
>BTW what version of the software do you have?
>I think mine is version 2.7 or 2.7A.

I've no idea off hand.
>
>Also, does it matter if the hard drive is a SCSI or Megafile type
>drive?
>
>I have both for my STE, was just wondering if that makes a difference
>when doing a Floppy to File mode?

It shouldn't matter what type of drive you use as it uses standard file
transfer processes.

If you run it from folder, then the file created will be called
'MFMBTEMP' in the same folder as the DMFMBKUP.TOS file;)

I went through all the parameter files that came with it, and listed
them in alphabetical order and broke them up into 99 patches per files.
It took me ages to do, but gave me the ability to find a parameter I
need and if I had already got it in a print out.

If I've still got the files, IIRC in First Word+ format, send me your
parameter files and I'll check to see if they are the same. If they are
I'll send your the files and doc files so that you can print out; along
with my parameter 4 which contains parameters for more software, I've
added this. If they aren't the same I'll try and add it to what I have
and send you the docs when done;)

I may add a happy section to my web site;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2290. Re: Where are those Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <jMPusRAyvVM3EwwG@steverosie.demon.co.uk>
Source record: 79268

In article <19990505201456.19638.00002591@ng-cc1.aol.com>, Lethor7
<lethor7@aol.com> writes
>hi,
> could some one repost those businesses that deal
>with second hand Atari hardware??
>thanks,
>james.

Hi James

From your post I don't know where in the world you are:(

I'm in the UK, according to my sig file;).

I'm not a business, one day maybe, but I support the Atari as a hobby;
it prevent me from cracking up;) I do have second hand Atari gear for
sale, and am willing to accept USD's in cash and GBP's or even swaps and
part exchanges.

If you have a potter over to my web site, updated yesterday;), and have
a browse you will see SOME of the Atari gear I have.

http://asx.atari.org

Click on the 'GO' as only the simple one is available for the time
being.

If you are after anything specific then drop me a line with 'WANTED' in
the subject and I'll do my best;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2291. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <373157866f7076a0@holleman.demon.nl>
Source record: 79269

on Thu 06-05-1999 09:08 Nicholas Bales wrote:

>
>Well, I'm still struggling with Okami. I upgraded to v2.0, and ran the
>CONVERT.TOS program, and it did work the first couple of times. The
>problem is that now, whenever I try to read email or a newsgroup, I get
>a "Faulty IDX file". It tries to correct it, then displays all the
>messages, each time I go back I get the same message.
>
>When I go and look at the files, the IDX file has just disappeared.
>Because of this, Oimport can't find the IDX files and can't import new
>stuff.
>
>Is this a bug or am I doing something wrong ?

Nick, did you make a backup of the old bunch? If so, you could try to put
that one back and run Convert.ttp once more...
If it won't work I'd suggest moving back to the old version of Okami for
the time being.

I made a backup of my old stuff, then ran Convert and had no probs at all.
In fact I'm still under the impression that import/export/expire runs a
lot faster now, but I'm not sure whether that's because of the new IDX
stuff or the newer ttp's that came with it.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2292. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <373157866f7076a1@holleman.demon.nl>
Source record: 79270

on Thu 06-05-1999 07:24 Paul Nurminen wrote:

>Alright, I might give that a try. But I just figured out another way to
>prevent the "disconnect-bomb". On my desktop, I have 2 different "dialer"
>icons - one of them connects to the ISP I pay for (using PPP), the other
>connects to a free SLIP server [a connection I really shouldn't have because
>it's a college I don't go to, but a friend did, and he realized you could get a
>SLIP connection through a sort of "back door"].
>
>Now I realize you can load a different configuration into the dialer (which
>I've done) and then just dial the other ISP, but I find it quicker to have the
>two dialers set up (there are two separate DIALER folders/programs on my hard
>drive, each with it's own DIAL.SCR file).
>
>Now for reasons unknown to me, I've found that hang ups are MUCH quicker when I
>disconnect from the SLIP server - almost instantaneous. I don't know why, but
>when disconnecting from my PPP server, it always takes a few seconds - and as
>stated before, often bombs. Well, haging up from the SLIP server _never_
>caused these bombs, so now, even when I dial and connect with my PPP ISP, when
>I'm ready to disconnect, I just quickly load my SLIP dialer, and disconnect.
>It's instantaneous and bomb free every time!
>
>So perhaps the STinG dialer disconnect bomb is related to using PPP somehow?

Paul,

it must be machine related... at least that's what I make of it.

I N-E-V-E-R had any probs with Sting.... apart from the bloody corruption
of Cache.dns and Route.tab at the beginning which came from Newsie.

I ran a SLIP connection for some time, then changed to PPP and there's no
probs at all. The only probs with Sting here were very occasional bombs on
my Mint setup. MagiC = never anything. Occasionally Newsie bombs out, I
get this #69 error, can even start Newsie again and proceed. The dialer
never bombed out here, not on one occasion.

Even since I recently adapted my loginbatch, using Spawner which kicks in
both Pop and Newswatch simultaneously plus the Batclk stuff, it just runs
flawless.

But, once again: I did experience trouble with a different autofolder
sequence, reason to start using Autoexec.bat. I had been experiencing
rocksolid operation and noted the auto order sequence, so I set up my
Autoexec.bat accordingly. Works just great... but it takes quite some time
just to get at it :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2293. ATARI PHAZER GUNS

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7grr2g$p4u$5@plutonium.btinternet.com>
Source record: 79271

I have for sale a quantity of Phazer Guns for the Atari ST/STE with two games (Skeet Shoot and Orbitol Destroyer). Price £15.49 including postage and packing UK.

--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
UK
http://www.tradeinpost.com

2294. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3731835B.7D6D3FF9@directprovider.REMOVETHECAPITALS.net>
Source record: 79272

```
Louis a ï¿½crit :
>
> on Thu 06-05-1999 09:08 Nicholas Bales wrote:
>
> >
> >Well, I'm still struggling with Okami. I upgraded to v2.0, and ran the
> >CONVERT.TOS program, and it did work the first couple of times. The
> >problem is that now, whenever I try to read email or a newsgroup, I get
> >a "Faulty IDX file". It tries to correct it, then displays all the
> >messages, each time I go back I get the same message.
> >
> >When I go and look at the files, the IDX file has just disappeared.
> >Because of this, Oimport can't find the IDX files and can't import new
> >stuff.
> >
> >Is this a bug or am I doing something wrong ?
>
> Nick, did you make a backup of the old bunch? If so, you could try to put
> that one back and run Convert.ttp once more...
> If it won't work I'd suggest moving back to the old version of Okami for
> the time being.

Well, I didn't back it up (1st bad move) and I even tried deleting
everything to allow O to create a new file structure from scratch (2nd
bad move), and still I get the same problem.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2295. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3731902F.51D94DD6@cnet.francetelecom.fr>
Source record: 79273

> Sure, it's by Patrice Mandin - it's none DSP though so it's very slow.

Not so sure, there are 4 Doomlike projects for Atari :

DEE : straightforward port of Doom, very very slow !
PMDOOM : port for the Falcon, using the DSP. Not finished yet, but
getting cooler and cooler.
Bad Mood : brand new engine, very fast, but not finished at all... :-(
Some guys still seem to be working on it secretly.
Running : not really a doom port, as it doesn't allow the use of WAD
files, but still a Doomlike.

Here are the urls I know :

PMDOOM : http://www.multimania.com/pmandin/
Bad Mood : http://rand.thn.htu.se
Running : http://www.atari-computer.de/rdt/home.html

Yann Lossouarn

2296. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3731919C.1FBBB3D2@cnet.francetelecom.fr>
Source record: 79274

Hello !

> I don't know if an '030 version was ever compiled of Atari Quake.
> It would probably be impossibly slow (Quake uses lots of floating
> point calculations and the '040 is about ten times faster at that than
> an '030+'882).

What would be worth to try is to make a non textured version, and to
use the DSP to calculate polygons for the walls & characters. Doug ? ;-)

Yann

2297. c64 and atari?

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: aalabiso@my-dejanews.com
Message-ID: <7gs7hj$sc9$1@nnrp1.deja.com>
Source record: 79275

Here's what I have:

1 Commodore 64 w/ Disk Drive & Printer
2 Atari 2600s Older Model
1 Newer Atari 2600
2 Atari 7800s
1 Atari 800 Computer System
3 Sega Master Systems
Over 35 COntrollers
with a ton of accessories

all this stuff is for auction at ebay
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=99597976

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2298. Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Enver <kil_kal@usa.net>
Message-ID: <7CgY2.175$EA1.475@read2.inet.fi>
Source record: 79276

Hi! All

Can i found PDF printer for ATARI STe ?

Enver

****
loivamaa info: http://over.to/loivamaa
fax: +358 2 7621577
email: enver@email.com
ICQ: 14237238
Electric Enver : http://over.to/electric.enver

****
Reality.sys corrupted. Reboot universe? [Yes] [No] [Quit]
****

2299. Re: HD Atari SH204

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7gs7lasdd1@demon.uunet.ca>
Source record: 79277

Hi;

Yeah, what has already been posted should be all you need to do. If it doesn't work after doing these things, try turning on the drive first, wait for about 5-10 seconds, during which point you should hear a fluttering kind of noise from the drive. After this, turn on your computer.

I picked up a drive used a few years back, and no matter what I did, i couldn't get the computer to recognize it. I reformatted, tried to sneak in any way I could, but nothing. After three days and a lot of cussing, I got in touch with the guy I bought it from, and he told me to turn the drive on first, then wait. Sure enough...

Good Luck

Chris

crupert@netrover.com
http://www.netrover.com/~crupert

verklau wrote in message <7gn693$as6$1@xenon.inbe.net>...
>Hello,
>
>I recovered a HD Atari SH204, but I don't have manual nor program of
>installation.
>Someone could inform me how to install this HD on my Atari 1040 ste.
>
>Thanks.
>verklau@village.uunet.be
>
>
>

2300. Re: Lost all my mail... :(

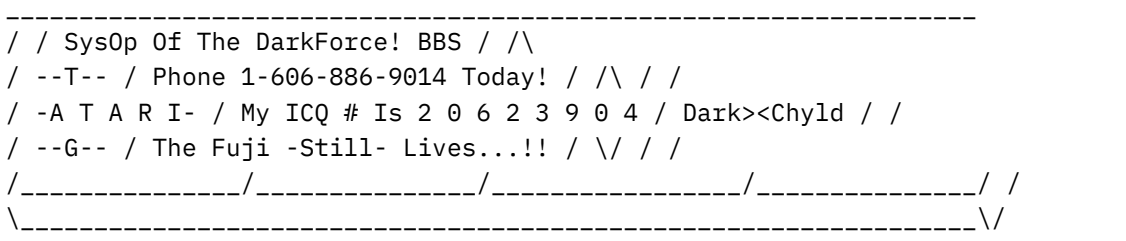
Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gs80r$93l$1@news.campuscwix.net>
Source record: 79278

On 6 May 1999 05:49:24 +, Odd Skancke wrote:

-> Well.. I kinda made it come ;-) This is on my Hades 060, and I've been
->doing a lot of tests with different betas of minix.xfs/kernels and such. I
->must admit that I've not been nice to the system, so I wasn't very
->surprised when it happened, I just sweared a lot because I didn't keep a
->backup of the important files, like my in-box file. I had no problems
->getting the system uprunning again. I did manage to save most of the
->stuff on the partition, so I just minit'ed the partition and copied things
->back onto it.
->
->
-> Odd Skancke - ozk@atari.org

Well, I think all of us "MiNTer's" have been there, done that... ;-))))

BTW, how did you copy everything back over? From a standard TOS partition
to your MiNT partition? Did you have any problem afterwards? The reason
I'm asking is, I did basically the same thing when I changed hard drives,
but I had some scripts (1 really) stop working. I took an EZ-135 and made
a MiNT partition on it, with the same parameters as the MiNT partition on
my hard drive. I then drag 'n dropped from the Thing desktop, copying
everything over to the EZ cart. I installed the new hard drive, re-installed
my Minix partition using KEMD R2, then copied everything different back
over from the EZ cart. All was fine, except from my IP-DOWN file, which
sits in /etc/ppp and is supposed to run after you quit your ISP. Before the
move, it worked just fine. After, well...it just sits there and refuses to
run. I even went back and re-copied it, as well as checking its permissions,
to make sure it was identical. Whats strange is, I can run the file from
vcon and it works fine, does just what I've got it scripted to do...and
no errors... Any ideas? Thanks! ;-)



2301. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3731A321.94B972F5@directprovider.REMOVETHECAPITALS.net>
Source record: 79279

```
Enver a ï¿½crit :
>
> Hi! All
>
> Can i found PDF printer for ATARI STe ?
>

Ghostscript can read some PDF files, but it's slow. You'll find it on
the umich FTP site.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2302. HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: wedd8454@my-dejanews.com
Message-ID: <7gse7j$2u0$1@nnrp1.deja.com>
Source record: 79280

I'm trying to get my STE to print to a Hewlett-Packard 1100 laser printer. HP say that it should work with older Laserjet printer drivers, but it won't speak to me at all. It works fine with a PC and Windows (yuk), but won't do anything with my STE or Stacy. I've tried sending formfeed characters etc via the Tweaks PD programme; I've tried printing from desktop, via NVDI and from Notator - nothing. The print sequence on the ST goes as normal, but the 1100 doesn't even make a murmur. Has anyone got any tips please?

Laurie

Contemporary classical music that people want to listen to.
Download music samples etc at
http:www.geocities.com/Vienna/Strasse/6977/

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2303. "Hard Drive not available"

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: brobi92436@aol.com
Message-ID: <19990506112239.14594.00000068@ng-fz1.aol.com>
Source record: 79281

ATARI MEGA STE4 with floppy and partitioned hard drive (4 Partitions).
After booting up the ROM TOS , I can't access the hard drive. Msg: Hard drive
not available,
I'm new at this can anyone help?
Robbie
BRoni92436@aol.com

2304. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3731C8D1.EB4B8FF0@patent.gov.uk>
Source record: 79282

Have a look at the Ghostscript page:

http://www.cs.wisc.edu/~ghost/aladdin/doc/New-user.htm

Ghostscript is complex to set up and frustrating in that after an age of
a blank screen you can be greeted with a long list of errors, but when
it does work it prints PDFs almost as good as ADOBE. Ignore the fact
that it seems to look only for ps extensions, it will also load and
output pdfs to screen or printer or whatever. My experience is on the
Falcon, but should work on the SD. Works in full colour on the Falcon.

Bob king

Enver wrote:
>
> Hi! All
>
> Can i found PDF printer for ATARI STe ?
>
> Enver
>
> **
> loivamaa info: http://over.to/loivamaa
> fax: +358 2 7621577
> email: enver@email.com
> ICQ: 14237238
> Electric Enver : http://over.to/electric.enver
>
> **
> Reality.sys corrupted. Reboot universe? [Yes] [No] [Quit]
> **

2305. AC Sweden

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <3731cbbd.1220534@nntpserver.swip.net>
Source record: 79283

The Swedish Atari Computing page is updated.

http://home1.swipnet.se/~w-12411/ac.htm
\ J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\ kock@kockens.pp.se - JKock@nest.demon.co.uk - kock@geocities.com
\ kock@hempseed.com - kock@myself.com - atarisysop@usa.net
\ http://home1.swipnet.se/~w-12411 or come.to/kockensbbs
\ Member 224 Svenska Atariklubben SAK
\ Proud member of APS and JCU!! ICQ:1295365

2306. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3731CD35.218C3FEE@patent.gov.uk>
Source record: 79284

Re my earlier posting, the given URL is for generic ghostscript - see:

http://godel.ph.utexas.edu/Members/timg/gs/gs.html

for 'Atari Ghostscript', this has the 'viewer' built in, in contrast to
the PC version which seems to need a separate prog.

Bob king

Enver wrote:
>
> Hi! All
>
> Can i found PDF printer for ATARI STe ?
>
> Enver
>
> **
> loivamaa info: http://over.to/loivamaa
> fax: +358 2 7621577
> email: enver@email.com
> ICQ: 14237238
> Electric Enver : http://over.to/electric.enver
>
> **
> Reality.sys corrupted. Reboot universe? [Yes] [No] [Quit]
> **

2307. Re: Notator 3.1, 3.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: verklau <verklau@village.uunet.be>
Message-ID: <7gsj6a$j8o$1@xenon.inbe.net>
Source record: 79285

Hello Kevin,

Distressed, but my English is not very good. I use a translator.
To answer to your question, in 1992 I bought Notator 3.1 C-Labs and used it
on an Atari 1040 ste.
At the time of the transfer toward Emagic, I put back my donggle and
received a LOG3 to use the last version 3.2 of Notator and the newNotator
Logic.
In 1996, I passed on PC. I put back my LOG3 and received a PC pack with a
new donggle. Currently I use Logic Audio Platinum 3.6.
Nevertheless this program refuses to export some large midifiles (+ 200 ko),
what Notator made easily on Atari.
As I always have my Atari and the Notator disks, there is the reason why I
tried to use the program without donggle. I put the question because I know
that on PC it is possible.
If this is not possible on Atari, too bad.

Claude

kevin dermott <kdermott@zetnet.co.uk> a �crit dans le message :
3730d097$0$496@news.zetnet.co.uk...
>
>
> >Someone would know how to make function Notator 3.1 or 3.2 on a 1040 ste
> >without the doggle.
> >
> >Thanks
> >verklau@village.uunet.be
> >
> >
>
> For what reason please?
> Kevin
>
>

2308. Re: "Hard Drive not available"

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: bwiltshire@cableinet.co.uk
Message-ID: <3731db7f.1177488@news.cableinet.net>
Source record: 79286

On 6 May 1999 15:22:39 GMT, brobi92436@aol.com (BRobi92436) wrote:

>ATARI MEGA STE4 with floppy and partitioned hard drive (4 Partitions).
>After booting up the ROM TOS , I can't access the hard drive. Msg: Hard drive
>not available,
>I'm new at this can anyone help?
>Robbie
>BRoni92436@aol.com
You need to boot from a floppy with ICDBOOT.PRG in an auto folder on
said disc. If that doesn't see the hard disk maybe your host adaptor
has been zapped?

2309. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7gsn49$9bh$1@news1.xs4all.nl>
Source record: 79287

On 5 May 1999 00:26:12 , Ronald Andersson wrote:
>
>Ok, you are the SCSI expert, not me.
>But is there really no way to test for a real error ?
>
I am also not an expert, but I read the manual.
There is a menu function in the HDDRiver utility with 'error' in it.
That shows a box with the lastest SCSI error the driver has met.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2310. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905061622.a37367@wun.maus.de>
Source record: 79288

Hallo Ronald!

RA>AFAIK no one has ever been able to make the LAN port behave properly,

Well, at least PINGing over that port is working okay, but with several lost packets. Seems that the problems I first encountered were related to either a wrong setting in SCC.PRG or a bug in StarCall 3.0b3. I tried it with connect97 yesterday, and since characters would come through in both directions, set up STinG to use that port instead of midi.
[later]
Some more tries with connect97 resulted in the experience that any speed above 38k4 will cause lots of crc errors when transferring files with Zmodem, slowing down the transfer rates to around 100cps. 38k4 gives me a transfer rate of 3700 cps in both directions, but will randomly produce crc errors as soon as I move the mouse around on the receiving machine. So, setting the SCC port to 38k4/8/n/1/RTS/CTS should work.
Starcall didn't work again, so there must be a bug in there.

RA>One note though: LAN port pin 7, normally marked as 'Reserved',
RA>actually is connected to an input driver that feeds the DCD input of
RA>the SCC.

That might be useful for connecting a Modem to that port, but will not be of any use for connecting two of these ports together, since there would have to be a corresponding (and yet unused) output pin.

RA>If these are connected straightly between two units, then they
RA>both 'listen' to this input, with no one feeding it any signal. That
RA>seems nonfunctional to me.

You are right, but that's no worse than letting them unconnected, I suppose.

RA>I think that the HSModem LAN drivers are either bugged or lacking in
RA>their documentation. Just following normal instructions won't work
RA>for this.

Actually, I _did_ get a somehow working connection over the LAN ports.
Now I've the ports set to 38k4, and almost every ping will return. Well, at least as long as I do not touch the mouse on either one of the falcons :-(
Reducing speed to 19k2 will slightly improve reliability, but there are still numerous lost packets, visible also as "dropped" in the dialer's Statistics window.
[later]
I've now got a working setup. Falcons #1 and #2 connected through their LAN ports with 38k8, Falcon #1 and Milan connected with Modem2 and Serial 2 respectively and 57k6.

(Modem)--115k2--(Modem2+Milan+Serial2)--57k6--(Modem2+Falcon
#1+LAN)--38k4--(LAN+Falcon #2)

aFTP 1.42 on Falcon #2 will download files from the Milan (running ftp_serv
1.03 by Vassilis Papathanassiou) at around 1100cps. CAB 2.7 is slightly better,
reaching some 1500 to 1600 cps downloading the "cow.htm" files as provided with
CAB. Weblight 5.05 is acting as the web server.
I also tried surfing the www from all three machines at the same time. This is
working, too, but CAB 2.70 on Falcon #1 will bomb very often as soon as it
indicates data coming in. On Falcon #2, I was able to visit several pages but
finaly that machine crashed completely while waiting for data. So, things are
working but not as reliable as they should be.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

P.S.: MagiC Milan is finished (at last) and will be shipped these days,
according to www.milan-computer.de. So, hopefully, my copy will arrive soon and
I can continue testing with an alternative operating system. There are still
two weeks of holidays left :-)

2311. Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <926018126_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 79289

All,

My ISP, Demon, have a Fax to Email service and they are offering 12 months free trial to customers.

The only problem is that the fax is emailled as a TIFF picture file and I can't find a program for the Atari that will read it.

I have tried Gemview but it doesn't like it. Paint Shop Pro for the PC says the file is a Fax CCIT3 (or something like that).

Do any of you know of program that will view such a file or possibly convert it to another format such as GIF?

I am sure fellow Atari using Demonites would be interested in any help you could give.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2312. Re: HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3731b481@nemo.idirect.com>
Source record: 79290

On 6 May 1999 15:58:46 G, wedd8454@my-dejanews.com wrote:
>I'm trying to get my STE to print to a Hewlett-Packard 1100 laser printer. HP
>say that it should work with older Laserjet printer drivers, but it won't
>speak to me at all. It works fine with a PC and Windows (yuk), but won't do
>anything with my STE or Stacy. I've tried sending formfeed characters etc via
>the Tweaks PD programme; I've tried printing from desktop, via NVDI and from
>Notator - nothing. The print sequence on the ST goes as normal, but the 1100
>doesn't even make a murmur. Has anyone got any tips please?

which version of NVDI are you running?

I ask this because a few months ago the club president and I were
preparing for the TAF demo of NVDI 5 and we were installing it on the
club machine for demonstration purposes (it's off now, don't worry). He
had recently gotten an HP LaserJet from a friend and was trying to get
it to work with his copy of NVDI 4, and was having similar problems to
what you were describing. NVDI 5 cured it. (He later found that
SpeedoGDOS 5 also allowed for printing from the LaserJet).

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2313. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Muscles <sean.murphy@zetnet.co.uk>
Message-ID: <3731f28b$0$489@news.zetnet.co.uk>
Source record: 79291

> What I want to know is why your using a PC to post your mails here ?? ;-)
>
> Chris.swinson@zetnet.co.uk
>
Shhh! That's suppose to be a secret. Now everybody knows, I'll just have to kill everyone now.....

Muscles
Be Strong.....

2314. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <XGNDO9A6QfM3Ew2j@steverosie.demon.co.uk>
Source record: 79292

In article <926018126_OASIS_NEWS@rjelwell.demon.co.uk>, Richard Elwell
<rich@rjelwell.demon.co.uk> writes
>All,
>
>My ISP, Demon, have a Fax to Email service and they are offering 12
>months free trial to customers.
>
>The only problem is that the fax is emailled as a TIFF picture file
>and I can't find a program for the Atari that will read it.
>
>I have tried Gemview but it doesn't like it. Paint Shop Pro for the
>PC says the file is a Fax CCIT3 (or something like that).
>
>Do any of you know of program that will view such a file or possibly
>convert it to another format such as GIF?
>
>I am sure fellow Atari using Demonites would be interested in any
>help you could give.

Hi

I've signed up for Demon's Dfax service. I haven't tried anything out
yet. IIRC Image Copy can handle TIFF's!

It's a pity you couldn't get it diverted to a fax machine when you go
on-line!!!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: ASX@steverosie.demon.co.uk

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: Last@steverosie.demon.co.uk

Nick: Mocknbird Tel: 0870 7402518
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2315. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3731f846caec70@zetnet.co.uk>
Source record: 79293

on Thu 06-05-1999 19:15 Richard Elwell wrote:

>My ISP, Demon, have a Fax to Email service and they are offering 12
>months free trial to customers.
>
>The only problem is that the fax is emailled as a TIFF picture file
>and I can't find a program for the Atari that will read it.
>
>I have tried Gemview but it doesn't like it. Paint Shop Pro for the
>PC says the file is a Fax CCIT3 (or something like that).
>
>Do any of you know of program that will view such a file or possibly
>convert it to another format such as GIF?

Imagecopy 4 or LooknSee will display and convert TIFF format pictures to
whatever format you will need.LooknSee can be download from the
Interactive website:http://www.cix.co.uk/~inactive/

I am not sure where you can get Imagecopy from...I am sure someone on here
will give you more info on this one.

Gordy.
--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Dos: Venerable. Windows: Vulnerable. OS/2: Viable

2316. Emulators and Pagestream Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Kate and John Norton <jnorton@bwn.net>
Message-ID: <3731a1d8.0@news.bewellnet.com>
Source record: 79294

Has anyone been able to get Pagestream to work under one of the emulators
for the PC? If so, I could sure use a couple of pointers.

Thanks,
John
(Colorado Atari User)

2317. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905062202270.139-100000@online.no>
Source record: 79295

On 6 May 1999, DarkChyld wrote:

>
> On 6 May 1999 05:49:24 +, Odd Skancke wrote:
>
> -> Well.. I kinda made it come ;-) This is on my Hades 060, and I've been
> ->doing a lot of tests with different betas of minix.xfs/kernels and such. I
> ->must admit that I've not been nice to the system, so I wasn't very
> ->surprised when it happened, I just sweared a lot because I didn't keep a
> ->backup of the important files, like my in-box file. I had no problems
> ->getting the system uprunning again. I did manage to save most of the
> ->stuff on the partition, so I just minit'ed the partition and copied things
> ->back onto it.
> ->
> ->
> -> Odd Skancke - ozk@atari.org
>
> Well, I think all of us "MiNTer's" have been there, done that... ;-))))
>
> BTW, how did you copy everything back over? From a standard TOS partition
> to your MiNT partition? Did you have any problem afterwards? The reason
> I'm asking is, I did basically the same thing when I changed hard drives,
> but I had some scripts (1 really) stop working. I took an EZ-135 and made
> a MiNT partition on it, with the same parameters as the MiNT partition on
> my hard drive. I then drag 'n dropped from the Thing desktop, copying
> everything over to the EZ cart. I installed the new hard drive, re-installed
> my Minix partition using KEMD R2, then copied everything different back
> over from the EZ cart. All was fine, except from my IP-DOWN file, which
> sits in /etc/ppp and is supposed to run after you quit your ISP. Before the
> move, it worked just fine. After, well...it just sits there and refuses to
> run. I even went back and re-copied it, as well as checking its permissions,
> to make sure it was identical. Whats strange is, I can run the file from
> vcon and it works fine, does just what I've got it scripted to do...and
> no errors... Any ideas? Thanks! ;-)

Well, all I did was copy the savable files over to another Minix
partition. After fsck had done its job, the damaged stuff was gone (Well,
not quite, still available in the lost+found folder, but the stuff in
there was really messed up). After that, I used the newest minit (from the
minixfs-0.71 archive), and just copied the stuff back. All copying was
done with Thing 1.29 beta.

I can't say anything about your ip-down script, as I don't use this
script myself. Infact, I don't have a disconnect script at all. So, all I
can say is to check your options file in /etc/ppp or your .ppprc file in

your home directory. One of those files should have a line something like this;

disconnect "/bin/sh /etc/ppp/disconnect.sh"

In your case, disconnect.sh would become ip-down ...

Hope that helps

Odd Skancke - ozk@atari.org

2318. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3731ef7676dbea50@holleman.demon.nl>
Source record: 79296

on Thu 06-05-1999 16:22 Ekkehard Flessa wrote:

>RA>One note though: LAN port pin 7, normally marked as 'Reserved',
>RA>actually is connected to an input driver that feeds the DCD input of
>RA>the SCC.
>
>That might be useful for connecting a Modem to that port, but will not be of
>any use for connecting two of these ports together, since there would have to
>be a corresponding (and yet unused) output pin.

Hi Ekkehard,

sorry to jump in here, but I can't get my modem to work from the LAN-port.
Some bloody idiot shoved a gfx card into the VME slot of this TT and
removed the flatcables plus serial sockets from the motherboard, instead
of leaving them in. So I've got no Serials.
I bought a (Maclike) LAN to Modemcable, but the modem does nothing on it.
(Yes, I set Sting and the whole bunch to Ser.2/LAN). So for the time being
I'm stuck on 38400 bps from Modem-2, but with my V90 I should be able to
go over that.

Any idea how to get this done from LAN? I know the other option is to
fabricate a new flatcable from the motherboard connectors to new sockets,
but if the LAN-port could do the trick I'd prefer that way.

I've been asking before, but appearently no-one in here is using the
LANport for modem connections...

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2319. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3731ef7676dbea51@holleman.demon.nl>
Source record: 79297

on Thu 06-05-1999 19:15 Richard Elwell wrote:

>All,
>
>My ISP, Demon, have a Fax to Email service and they are offering 12
>months free trial to customers.
>
>The only problem is that the fax is emailled as a TIFF picture file
>and I can't find a program for the Atari that will read it.
>
>I have tried Gemview but it doesn't like it. Paint Shop Pro for the
>PC says the file is a Fax CCIT3 (or something like that).
>
>Do any of you know of program that will view such a file or possibly
>convert it to another format such as GIF?
>
>I am sure fellow Atari using Demonites would be interested in any
>help you could give.

Hi Richard,

I'm on Demon as well but can't help you... bloody problems with those TIFF files, why don't they provide GIF's or JPG, or even bloody BMP's?

TIFF IMO always has been a problem on Atari. I reckon there are too many TIFF-format versions, and appearently all not compatible. Have been trying lots of viewers and gfx programs, always the same stupid problems.
When I started to fetch weather pictures from sites, like analysis charts or upper atmosphere charts, I selected those sites which provided JPG or GIF output, not TIFF's. First of, TIFF's are bloody large, second, 99 out of 100 won't load in Atari programs.

Best choice to try 'n load TIFF's would be old Cranach, I think...

Try convincing Demon using different output format; it would save on transmission time too :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2320. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37320873$0$497@news.zetnet.co.uk>
Source record: 79298

On 3 May 1999 20:31:21 , James F. Haslam wrote:

>
>I too had the same problem with my Zip, when I ran from an ST. Now I have
>a Falcon which has better SCSI (SCSI 2 as opposed to SCSI 1 on an ST).
>

Nearly all SCSI is SCSI-2...the Link 1 hasn't a particularly great
implementation, but then neither has the ZIP......

>I couldn't get it to work at all, until I put the Zip first in the chain.
>My chain was as follows: ST, then Zip (id 5, termination off) then HD (id
>0).
>
>When I upgraded to my Falcon, I had some problems with termination, but
>getting the internal terminators removed from my HDs and using an external
>terminator solved that problem.
>

...hah....one of my Falcon's doesn't need terminating, the otehr won't
find even its floppy drive if it isn't actively terminated.....SCSI...pah
:-))

chrisc

2321. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drdxqf.duvnut9lj7k2N@srry01m08-94.bctel.ca>
Source record: 79299

Richard Elwell <rich@rjelwell.demon.co.uk> wrote:

> All,
>
> My ISP, Demon, have a Fax to Email service and they are offering 12
> months free trial to customers.
>
> The only problem is that the fax is emailled as a TIFF picture file
> and I can't find a program for the Atari that will read it.
>
> I have tried Gemview but it doesn't like it. Paint Shop Pro for the
> PC says the file is a Fax CCIT3 (or something like that).
>
> Do any of you know of program that will view such a file or possibly
> convert it to another format such as GIF?
>
> I am sure fellow Atari using Demonites would be interested in any
> help you could give.

Not many Atari programs support CCITT3-compressed TIFFs besides the fax stuff. Photoline supports the format for loading, although that would an expensive viewer/converter. TouchUp supports the format as well, but I don't remember if it was just for saving as CCITT or if it could load them, too. I know Imagecopy 4.01 can't load them -- perhaps a more recent version can?

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2322. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dre03x.lbt2d3jf5zouN@srry01m08-77.bctel.ca>
Source record: 79300

Louis <louis@holleman.demon.nl> wrote:

> I'm on Demon as well but can't help you... bloody problems with those TIFF
> files, why don't they provide GIF's or JPG, or even bloody BMP's?

TIFF is the *native* graphic format for fax transmissions. Demon
provides them like this because that's how they receive them (and how
they're sent). It's just the CCITT3 compression that most Atari programs
can't handle.

BTW, I remember a service bureau had a special program that could read
over 150 variations of TIFF (most of which broke rules). But the fax
standard is very concrete -- one of the most popular graphic formats in
the world if you count all the fax machines in use.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2323. Help with 720k disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <3731B15C.F953387D@earthlink.net>
Source record: 79301

I have been trying to copy .st files on the PC (In emulation format)
over to DD 720k disks. The problem is, a lot of the .st files are larger
than 720k and I can't seem to format my DD disks for more than that.
Does anyone have any experience with this problem? Any help would be
appreciated... I think these games are better on a real ST as the
emulator seems to lose something in the "translation".

Thanks,
Brian

2324. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926031337.357.0.nnrp-01.9e985e5c@news.demon.co.uk>
Source record: 79302

Neil Roughley wrote in message
<1dre03x.lbt2d3jf5zouN@srry01m08-77.bctel.ca>...
>Louis <louis@holleman.demon.nl> wrote:
>
>> I'm on Demon as well but can't help you... bloody problems with those
TIFF
>> files, why don't they provide GIF's or JPG, or even bloody BMP's?
>
>TIFF is the *native* graphic format for fax transmissions. Demon
>provides them like this because that's how they receive them (and how
>they're sent). It's just the CCITT3 compression that most Atari programs
>can't handle.

The Demon fax TIFFs are also multi-page, ie all the pages for the fax are in
the one file. This causes problems for a lot of viewers, but anyone with
Win95, 98 or NT is OK as there is a suitable viewer supplied with the OS
(it's used by MS Fax).

I don't know of an Atari program that works with that type of TIFF,
unfortunately.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2325. Atari ST Forsale

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: "W. L. Mcgraw" <waaa023@worldnet.att.net>
Message-ID: <37321FDB.884ABBBA@worldnet.att.net>
Source record: 79303

```
Atari STF in good condition
Rodine 20 meg hard drive
Good Atari ST mouse

Take best offer plus shipping.
```

2326. Re: Emulators and Pagestream Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7gt7ql$75u4$1@spnode25.nerdc.ufl.edu>
Source record: 79304

>
> Emulators and Pagestream Question

Yes! It runs great on TOSBOX emulator.

Raymond

>
> From: "Kate and John Norton" <jnorton@bwn.net>
> Reply to: "Kate and John Norton"
> Date: Thu, 6 May 1999 07:57:45 -0600
> Organization: Bewell Net
> Newsgroups:
> comp.sys.atari.st
> Followup to: newsgroup(s)
>
>Has anyone been able to get Pagestream to work under one of the emulators
>for the PC? If so, I could sure use a couple of pointers.
>
>Thanks,
>John
>(Colorado Atari User)

2327. Re: Sufix for HD6301?.

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <EoIEFFASRhM3Ew2s@my-ste.demon.co.uk>
Source record: 79305

In article <isfukNAwpVM3Ewy3@steverosie.demon.co.uk>, Steve Stupple
<Steve@steverosie.demon.co.uk> writes

>I also read that it was possible to replace the IC on the keyboards with
>one that had more memory and can be programmed! For the life of me, I
>can't remember which book it's in:(

You could have seen it in ST Internals (Abacus) where there is mention
of a 63P01 which has no ROM, but a socket for a 2732 or 2764 EPROM.

--
David Bolt

2328. GEAR FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: "christian a. h." <godpup@ix.netcom.com>
Message-ID: <3732614B.FCBC94C0@ix.netcom.com>
Source record: 79306
Cross-posted to:
rec.music.makers.synth,rec.music.marketplace,rec.music.makers.marketplace,rec.music.makers,comp.sys.atari.st

Switching over to a completely computer based platform so I'm selling
most of my gear. Studio use only in a dust free and smoke free
environment...

Oberheim Matrix-6:
In perfect condition with copy of manual, supplementary 'guide,' and
about 1000 patches on atari formatted disks. (the casing of the keyboard
has a few stickers on it which can be removed..)
$475 obo Not including shipping

Korg DSS-1:
In perfect condition (yes, the disk drive works..) with manual and
technical specs. (also has a sticker on it which can be removed..)
$500 obo Not including shipping

Yamaha DX11:
Near perfect condition with manual. (three of the keys have slight
'chips' that aren't noticeable from above. covered up with white tape.
doesn't affect the functioning of the machine.. also has a sticker on it
which can be removed..) I'll include a keyboard stand with this as
well.
$325 obo Not including shipping

Roland R5 Drum Machine:
Near perfect condition with manual and power supply. (actually the
manual for the R8 which works fine with this unit..) I'll include an
Alesis Nanoverb II with power supply as well.
$300 obo Not including shipping

ART FXR Elite Processor:
Perfect condition with manual and power supply.
$150 obo Not including shipping

Alesis Midiverb 4:
Only a few months old. Comes with manual and power supply.
$250 obo Not including shipping

Tascam 424 multitrack recorder:
Only a few months old. Comes with manual and (new) blank tapes. Less
than an hour of use.
$350 obo Not including shipping

Atari 1040STfm Computer:
Comes with manuals, monitor, mouse and software. Upgraded to 4 Megs of
RAM and TOS 1.04.(1.4) Atari Megafile HD (30 Megs) with HD Driver

software. Cubase Score (registered version) with manuals and dongle.
(latest and last version released for the atari..) Also includes X-oR
notator / librarian, NVDI graphics driver, NeoGeo desktop
replacement, Eureka cartridge clock and other 'maintenance' software.
Everything's in perfect condition.
$380 obo Not including shipping

Sampling CDs:
Prosonus Drum Loops Volume I with insert. $35
Ilio Pitbull 'hardcore' d'n'b Loops with insert. $65
Both in perfect condition. Shipping included in the continental U.S.

If you think something is overpriced please feel free to make me an
offer.

I live just outside of Baltimore Maryland for reference..

cheers,

christian
--
"I've got the brains, I've got the looks, I'll make lots of money.."
ICQ# 15688864

2329. Re: Replacing Monaco font

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3730AB24.BD8AB9A1@ihug.co.nz>
Source record: 79390

Hi there,

Maciej Rozmus wrote:
>
> I'd like to replace Monaco font (under NVDI) with something else like fonts
> supplied with Thing or Jinnee.
>
> I copied these fonts to GEMSYS folder and edited ASSIGN.SYS (manually and
> using ASSIGN.PRG). After reboot i get ... standard atari font.

ASSIGN.SYS will normally read something like this...

```
05P SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
s MONACO10.FNT
s MONACO20.FNT
```

The 10 point system fonts are 4698 bytes in size. If your new font is not
that size it cannot be used to substitute for the MONACO10.FNT. Also, you
need to change the correct screen driver depending on the machine you run
NVDI on...

For STfm, STe, Mega ST, Mega STe, without graphics card, make sure ASSIGN
reads...assuming NEWFONT.FNT is your new 10pt system font...

```
01P SCREEN.SYS
02P SCREEN.SYS
03P SCREEN.SYS
04P SCREEN.SYS
s MONACO08.FNT
s MONACO09.FNT
MONACO10.FNT <= make sure the 's' is removed from infront of this
s NEWFONT.FNT <= your new font, put 's' infront of it to make it
s MONACO20.FNT the system font...
```

For Falcon030 machines, 05P SCREEN.SYS is where the changes go...

For TT machines, 06P, 08P, and 09P SCREEN.SYS are where the changes go...

I also have a German freeware program I can edit fonts, to have my own
weird looking system fonts!

Hope this helps,

Kind regards

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2330. Re: Notator 3.1, 3.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3730d097$0$496@news.zetnet.co.uk>
Source record: 79391

>Someone would know how to make function Notator 3.1 or 3.2 on a 1040 ste
>without the doggle.
>
>Thanks
>verklau@village.uunet.be
>
>

For what reason please?
Kevin

2331. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990505200929.19638.00002584@ng-cc1.aol.com>
Source record: 79392

hi,
thank you very much.
james.

2332. Where are those Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990505201456.19638.00002591@ng-cc1.aol.com>
Source record: 79393

```
hi,
could some one repost those businesses that deal
with second hand Atari hardware??
thanks,
james.
```

2333. Re: STunG!

Newsgroup: comp.sys.atari.st
Date: 1999-05-06 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <W07Y2.69$my2.1455@news1.atlantic.net>
Source record: 79394

On 5 May 1999 22:25:33 -, Tony Cianfaglione wrote:
>
> I have DEF_ROUTE=TRUE and I am no longer selecting Active in port
>settings. I have un-selected 'send LOGIN.BAT upon connection' and have
>checked the route table for 0.0.0.0 0.0.0.0 Modem 2 0.0.0.0
>
> I can no longer connect at all - it simply hangs up as soon as the ISP
>picks up the line. I'm back beyond square 1.

> Any more ideas? I'm dead in the water now.
>
I have'nt been following this thread to carefully so don't everybody yell at
once at this uneducated guess:
For my ISP and others I've subscribed to, I select active in the StinG
Protocol CPX (not Port) and leave STinG Port totally out of the picture
(as CPZ) with 0000 0000 Modem 2 0000 (Falcon port) in that script and tick
x in the dialer config. Using Port seemed to confuse my machine.

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

2334. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905072308.a37419@wun.maus.de>
Source record: 79145

Hallo Ronald!

RA>Yes, and I think a misunderstanding by the module author could be the
RA>cause.

Do You mean the serial.stx module or what?

RA>he LAN port, after all, does not have any RTS output, it only has DTR
RA>as the outgoing handshake line. But the incoming handshake line is
RA>sent two ways, both to LCLK and to CTS. Ample room for
RA>misunderstanding I guess...

As Harun described in scc_x.txt, the HSMODA drivers will provide some kind of
hardware handshake, using DTR as RTS output and the incoming status line as
CTS.

RA>Again, this is typical for missing handshaking. Mouse movement steals
RA>CPU time from SCC interrupts, and without handshaking this leads to
RA>buffer full errors.

I've heard about some design error in the Falcon's layout, giving the mouse
interrupt a higher priority than the interrupt from the LAN port. Don't know
exactly, but that might be an explanation.
Downloding files via GSZRZ ZModem from a BBS (Modem attached to Modem 2 port)
will also produce crc errors when moving the mouse around, so I suspect that
the Falcon's interrupt handling is far from perfect :-(

RA>or the buffers are extremely small (like the default size).

I've set those to at least 4k or the like, should be sufficient for many
packets. And yesterday I inreased those buffers to 16k, but with no effect.

RA>Was WebLight also running on the Milan ?

of course, yes, as the Milan is the machine that is always in use and has
enough power (and RAM, and harddisc space) to operate some programs in the
background.

RA>No, that is definitely not acceptable. It appears to be a case of
RA>interrupt overload of some kind. This conclusion is backed by the fact
RA>that Falcon#1, using 2 ports, bombs much easier than Falcon#2, using
RA>only one port.

Well, there might also be some interference with the BNET stuff, which was also
running (but not working) at that time. The final crash of Falcon #2 looked
that way. I'll have to do even more testing to figure that out :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2335. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905072157.a37418@wun.maus.de>
Source record: 79146

Hallo Louis!

L>I've been asking before, but appearently no-one in here is using the
L>LANport for modem connections...

Nor do I. I'm just trying to use the formerly unused LAN ports for networking
my Falcons with a Nullmodem cable.
As for your problem, there is some documentation in the german section of
scc_x.txt inside the HSMODA06/07 packages:

Wenn man die LAN(RS422/423)-Schnittstelle mit einer RS232 verbinden will,
als Nullmodem mit Benutzung von Hwhs, sollte man verbinden:
LAN RS232
HSKo CTS
HSKi RTS
TXD- RXD
TXD+ open(nc)
RXD- TXD
RXD+ GND
GND GND

The above is for connecting a LAN port and a normal RS232 port via Nullmodem
cable. For connecting a Modem, it should look similar to that, but without the
"crossed" lines.

Hope that helps.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2336. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905072306.a37420@wun.maus.de>
Source record: 79147

Hallo Ronald!

RA>2: On a MagiC system you always need both BNET.APP and BNET.XFS
RA>3: On a singleTOS system you only need BNET.APP, but must use it as
RA>BNET.ACC

and what about a MiNT system like my Milan? The xfs won't work here, I'm afraid
:-(

RA>Why just one ? If it was entirely due to BNet it should have bombed
RA>both.

I thought so, but that's not what I experienced. These Falcons are not entirely
identical. Operating system and most Auto Folder programs are, but not memory,
CPU speed and Screen Resolution Enhacement Hardware+Software.

RA>As discussed in other mail, I don't think that the LAN ports are safe
RA>to use with current HSModem modules.

I'll test it some more times, but I'm sitting far too long in front of these
crt displays :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2337. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3736b77ca79a90@mail.otenet.gr>
Source record: 79148

on Fri 07-05-1999 20:27 Martin-Eric Racine wrote:

>Depends. The old one (NFS 0.54) did not, but the new one does.
>ftp://ftp.funet.fi/pub/atari/mint/filesystem/nfs-server-mint.tar.gz
>
>You'll still need the XFS from the 0.54 package, though.
>
Thanks Martin-Eric, I'll try this.

Regards Vassilis

2338. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3732dedc1c082a3@mail.otenet.gr>
Source record: 79195

on Wed 05-05-1999 09:45 Martin-Eric Racine wrote:

>> > Erm... not quite. StinG has neither NFS nor Samba.
>>
>> BNET for sting mounts drive partitions across TCP/IP.
>
>But it's neither an NFS nor a Samba implementaion, is it?
>
No, but I remember a discussion with Peter, he said that
even NFS for MintNet had no authentication implemented,
and checking the sources at the time, I think he was right.

My Mint/MintNet setup is far from perfect, that's for sure :(
and I never had good results with NFS, but are there any newer
NFS binaries/sources that I could look for?

Regards Vassilis

2339. FS:Color Monitor SC1224

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bob <racfac@bigfoot.com>
Message-ID: <hIBY2.1980$sT1.56872@news.uswest.net>
Source record: 79196

```
Color Monitor SC1224 $40 (plus shipping appox. $30)
or Make offer.
Send Email to racfac@bigfoot.com
```

2340. I'm STunG also!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <3732FEB8.8D91EC6C@cfc.dnd.ca>
Source record: 79197

Tony Cianfaglione wrote:
> Okay...an update on my progress!
> I have DRVIN, MFP_FALC and SCC in that order in my Auto folder.

is there some reason to have MFP active, have you made the mod to allow
you to use it?

> Upon booting, I start STinG and watch the modules load in a line.

same here

> I go to STinG Port settings in the Control Panels, select Centronics,
> scroll down to Modem 2, double click on Modem 2 (which brings up my saved
> settings of MTU=1006 (as per my ISP), 0.0.0.0 for IP settings and Active
> box selected.)

same, except I go in here to make sure the setting is NOT active. as
very often it is
active, even though i have made it inactive and selected SAVE. this is a
puzzle.

> I go to STinG Internals in the Control Panels and ensure the Active box is
> selected. If I don't do these Control Panel settings, the Dialer reports
> 'STinG not active' and refuses to proceed further).
> I start the Dialer and it connects (successfully it says) at 14,400 bps
> (the top speed of my modem) and using the settings and dial script
> provided by ISP (MSS=956, RWIN=3824 as per ISP).

I connect just fine as well.

> LOGIN.BAT is activated as per the script and the message 'success' is
> displayed. My ISP has confirmed that I am making the proper connection
> and am online via PPP.

i have login.bat disabled in my dial.scr

> Starting CAB (using the ovl obtained from Dan's site), I get the message:
> can't resolve hostname.

I get can't resolve hostname for just about everything I try. At first I
was using
different e-mailers (amail, antmail, newsie, ...) to try and get my
mail, but ALL of
them reported DNS error-could not resolve hostname, so then I figured
STing is the problem.
Now I just use the tools in dialer.acc to check my connection
pinging my ISP gateways, hostnames. etc give me good replys
pinging known numbers (i.e. my works ISP) give me good replys

however, using the "Resolver" tool, i cannot resolve my ISP's named web addresses
I also cannot resolve any web address I can think of.

> Leaving CAB (after it unlocks - about 30 seconds later - sometimes
> disconnecting me and hanging up the modem), I start Telnet. Telnet
> renders the message: DNS query - can't resolve hostname. I either quit
> Telnet (if given the chance or am disconnected via a lockup).

exactly what I get now also. can't resolve hostname. was OK with STing 1.15

> Several times I have received an 8 or 9 bomb crash.
> I am running a Falcon 030, with 4 mb ram, no NVDI or special tricks.
> Any further help appreciated!
> Tony

Tony from NSAUG and
ken from TAF

2341. How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1drg2qb.1ohnoaxtxkq0gN@pm-d09.rhein-main.de>
Source record: 79198

I like to get some informations how fast is the download
from www.atari-computer.de/doitarchive/down

If anybody take anything, please tell me the transfer rate
Thank you

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2342. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3732f506c13f730@holleman.demon.nl>
Source record: 79199

on Fri 07-05-1999 08:48 Paul Nurminen wrote:

>On 6 May 1999 09:49:02 G, Louis wrote:
>
>>it must be machine related... at least that's what I make of it.
>>
>>I N-E-V-E-R had any probs with Sting.... apart from the bloody corruption
>>of Cache.dns and Route.tab at the beginning which came from Newsie.
>>
>>I ran a SLIP connection for some time, then changed to PPP and there's no
>>probs at all. The only probs with Sting here were very occasional bombs on
>>my Mint setup. MagiC = never anything. Occasionally Newsie bombs out, I
>>get this #69 error, can even start Newsie again and proceed. The dialer
>>never bombed out here, not on one occasion.
>
>I'm a bit confused here Louis, in a previous post, you said you had problems
>with the STinG dialer bombing on disconnect _until_ you used your AUTOEXEC.BAT
>solution [if you'd like, I'll find and quote your post], but now you claim you
>"N-E-V-E-R" had any STinG disconnect-bomb problems? Which is it?
>

Hi Paul,

actually, when I read back my msg when it came in, I thought about the
same.
Let me explain: I DID have the Dialer bombing out here. The problem was:
wrong autofolder sequence. At the same time I had more apps bombing out,
or the system being screwed up so the bloody Memory violation msg turned
up, forcing you to use the resetbutton.
All in all this ONLY turned out to be caused by a different sequence in
the autofolder. Once this is set right (and you only get it right by
experimenting, reading "readme's" about programs that wanna be first,
last, in between or whatever and next finding a solution to please them
all and at the same time keeping bombs from the screen. Not an easy task,
it took me around a year to get it where it's at right now: rocksolid).

So in the end I can say: under those circumstances the Dialer and most of
my apps never bomb out. Very occasionally Newsie displays a 69 error, next
I start it up again and proceed. And still I do have some
"schweineprograms" here, like Liberty/Freedom, and under Magic my old
(1.97) Wdialog is running.

One can also say: the Dialer bombs also when other apps bomb out regularly.
In fact I don't consider that a Dialer problem. It's a setup problem.

Hope this clears a bit :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2343. Re: Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7gv4qa$ib7$1@bgtnsc02.worldnet.att.net>
Source record: 79200
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve,

>If you've been reading some threads, you will notice I'm having a tiny
>problem with getting my MO drive detected using HD Driver. I'm after
>borrowing s different DMA-to-SCSI host adaptor other than ICD Link II. I
>need to work out if it's the host adaptor or HD Driver itself!

Are you certain that you have the jumpers properly set on your hard drive, the ribbon cable properly installed and SCSI terminators installed on both the first and the last devices in the SCSI chain? Those are the usual causes of the system not seeing the drive. Other than that, have you tried using the ICD software drivers instead of HD Driver?

Sheldon (Computer STudo - Asheville, NC - USA)

2344. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7gv5tnlaq1@snipp.uninett.no>
Source record: 79201

Odd Skancke <oskancke@online.no> wrote:

> I can't say anything about your ip-down script, as I don't use this
> script myself. Infact, I don't have a disconnect script at all. So, all I
> can say is to check your options file in /etc/ppp or your .ppprc file in
> your home directory. One of those files should have a line something like
> this;

> disconnect "/bin/sh /etc/ppp/disconnect.sh"

> In your case, disconnect.sh would become ip-down ...

/etc/ppp/ip-down is not really a disconnect-script, it's a script (or
binary) that's called by pppd after a session is shut down. Since the
problem appeared after a copy, I suspect that the script's x-bit isn't
set, so try change that either with chmod or Thing.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2345. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gv6jd$3g9$1@news.campuscwix.net>
Source record: 79202

On 6 May 1999 22:20:44 +, Odd Skancke wrote:

-> Well, all I did was copy the savable files over to another Minix
->partition. After fsck had done its job, the damaged stuff was gone (Well,
->not quite, still available in the lost+found folder, but the stuff in
->there was really messed up). After that, I used the newest minit (from the
->minixfs-0.71 archive), and just copied the stuff back. All copying was
->done with Thing 1.29 beta.
->
-> I can't say anything about your ip-down script, as I don't use this
->script myself. Infact, I don't have a disconnect script at all. So, all I
->can say is to check your options file in /etc/ppp or your .ppprc file in
->your home directory. One of those files should have a line something like
->this;
->
->disconnect "/bin/sh /etc/ppp/disconnect.sh"
->
-> In your case, disconnect.sh would become ip-down ...
->
-> Hope that helps
->
->Odd Skancke - ozk@atari.org

I'll check those files out, and see if everything is like its
supposed to be...Thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2346. Re: How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7gv71d$3g9$2@news.campuscwix.net>
Source record: 79203

```
On 7 May 1999 17:25:20 +, Robert Schaffner wrote:
->I like to get some informations how fast is the download
->from www.atari-computer.de/doitarchive/down
->
->If anybody take anything, please tell me the transfer rate
->Thank you
->
->Regards, Robert
->
->--
-> -=Home of DOIT-Archives=-
-> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
->robscha@data.rhein-main.de / doitarchive@atari-computer.de
->http://www.atari-computer.de/doitarchive/index.htm
->.

Hi Robert. Well, as you know I d/l'ed the "doitst" archive the other
day, and it was rather slow... ;-(

Around 300-400 cps on average. It did d/l though, without timing
out. It might very well be because I am in the USA, and not over
there...

See ya later... ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2347. Use of two SCSI-drives.

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-dejanews.com>
Message-ID: <7gvags$lp5$1@nnrp1.deja.com>
Source record: 79204

Greetings all,

I have recently bought an ATARI SUPRA DRIVE, which I would like to have connected at the same time as my old Seagate (Currently used with an ICD-card). However, I can�t seem to get the two drives work with the same interface card. What to do? Ideas? Am I missing something out here?

Regards,

Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2348. Re: Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$7YW0VAEDyM3EwAf@steverosie.demon.co.uk>
Source record: 79205
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

In article <7gv4qa$ib7$1@bgtnsc02.worldnet.att.net>, Sheldon H. Winick
<s.winick@worldnet.att.net> writes
>
>Are you certain that you have the jumpers properly set on your hard drive,
>the ribbon cable properly installed and SCSI terminators installed on both
>the first and the last devices in the SCSI chain? Those are the usual
>causes of the system not seeing the drive. Other than that, have you tried
>using the ICD software drivers instead of HD Driver?

As I mentioned in a previous posting, I have tried EVERY combination
including the device on it's own.

The ICD software find it, no problems at all, but HD Driver doesn't:(
and I prefer HD Driver over the ICD one as I can move devices between ST
& pc!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2349. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990507202458.16613A-100000@hal.fishpool.fi>
Source record: 79206

> >> > Erm... not quite. StinG has neither NFS nor Samba.
>
> No, but I remember a discussion with Peter, he said that
> even NFS for MintNet had no authentication implemented,

Depends. The old one (NFS 0.54) did not, but the new one does.
ftp://ftp.funet.fi/pub/atari/mint/filesystem/nfs-server-mint.tar.gz

You'll still need the XFS from the 0.54 package, though.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2350. Re: FPU on MegaST?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7gvbp1$n0q$1@nnrp1.deja.com>
Source record: 79207

In article <7gnq51$596$1@plutonium.compulink.co.uk>,
"Joe Connor" <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:

> It is possible but you'll need to add an FPU board which plugs in the
> expansion slot and includes a 68881 FPU running at 16MHz. I think I still
> have one in the loft so maybe be able to sell you one if really need one.
>
> What apps are you hoping will benefit from the FPU?

Hello Joe,

I was hoping that maybe some archiving will be carried out quicker, but maybe
it won&#65533;t gain any speed increase from the presence of a FPU? And the
conversion of images in eg. CAB?

Anyway, I guess that the expansion slot you are talking about and the Mega Bus
is the same thing? Are there other utilities that can be fitted in it? What
about graphic cards? Whats the cost?

Oh, almost forgot, how much would your FPU-board cost?

Regards,

Joakim

>
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2351. Re: Help with 720k disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <3732C0C9.A262DB92@earthlink.net>
Source record: 79208

Steve Stupple wrote:

> In article <3731B15C.F953387D@earthlink.net>, sheercon
> <sheercon@earthlink.net> writes
> >I have been trying to copy .st files on the PC (In emulation format)
> >over to DD 720k disks. The problem is, a lot of the .st files are larger
> >than 720k and I can't seem to format my DD disks for more than that.
> >Does anyone have any experience with this problem? Any help would be
> >appreciated... I think these games are better on a real ST as the
> >emulator seems to lose something in the "translation".
>
> Hi
>
> The .ST files are an image of an Atari disk. Including the disk make up
> data, 10 spt 81 tracks etc., the file is more than 720k it has to be!!
>
> If you are after a specific title, why not buy the original rather than
> make do with a copy!!
>
> --
> Cheers! for now
> Steve <><
> The Fuji Bounces Back
>
> The Atari ST Software exchange: asx.atari.org
> Email: asx@atari.org
>
> The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
> Email: lastpd@atari.org
>
> Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
> ICQ: 18116827 IRC Channels: #atariscne #atari
>
> Location: Narberth, Pembrokeshire, Wales, United Kingdom
> **********

Atari games are hard to find, and some of the ones I've seen on Ebay are more expensive than when they were brand new. I had an Atari years ago and have already purschased all the games I want to play anyway. I gave all my atari stuff away years ago and just want to play some of those old games again.

2352. CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37332943.622F86AE@cfc.dnd.ca>
Source record: 79209

Ronald Andersson wrote:
-snip-
> But of course, on a standard Falcon this version is not really playable due
> to the low speed. On my CT2B-Falcon however, it runs very well indeed, even
> when I set maximum screen size and high quality display. I can still run
> around with speed similar to that of Jaguar Doom. No sound though :-(
-snip
> --
> Regards: Ronald Andersson mailto:dlanor@ettnet.se
> http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
> --

ronald
this is one time too many you mention the CT2! :-)
please tell me how it is to install (did you do it?)
do you have the max ram? what hardware is it compatible with (i.e.
nemesis, NOVA,...)
any info, as I would like this CT2 also...
ken

2353. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3733361a20f69a0@ping.be>
Source record: 79210

on Fri 07-05-1999 09:01 Nicholas Bales wrote:

>
>
>Pascal Ricard a ï¿½crit :
>>
>> Hello,
>>
>> in article <3731835B.7D6D3FF9@directprovider.REMOVETHECAPITALS.net>
>> Nicholas Bales wrote on Thu 06-05-1999 13:56 (+0200):
>>
>> > Well, I didn't back it up (1st bad move) and I even tried deleting
>> > everything to allow O to create a new file structure from scratch (2nd
>> > bad move), and still I get the same problem.
>>
>> Double check your o.inf file for the paths maybe.
>
>Been there, done that... I guess there's no harm in triple checking
>anyway...
>
>>
>> Not using hmmm... Newsie too ?
>
>I did once, but I didn't like it. And that was a while ago. Okami looks
>nice, but I can't manage to get it running smoothly.

Your problem is really related to the fact you are somehow using old
IDX's. I've had this too simply because Jos hadn't include the convert.tos
in his beta package. Once I ran convert.tos everything was normal.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.205.13/atari/

2354. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dreb6e.196y0r61h6yupuN@max01-030.enterprise.net>
Source record: 79211

Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
wrote:

> Not so sure, there are 4 Doomlike projects for Atari :

Tell that to DarkChyld ! (I sent him a copy) :)

> Running : not really a doom port, as it doesn't allow the use of WAD
> files, but still a Doomlike.

I can't get my copy of this to work. Is it compatible with 14mb Falcons?

> Here are the urls I know :
>
> PMDOOM : http://www.multimania.com/pmandin/

btw, I guess this is the one I have..

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2355. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dreb9g.3r4uis8b6hp2N@max01-030.enterprise.net>
Source record: 79212

Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
wrote:

> What would be worth to try is to make a non textured version, and to
> use the DSP to calculate polygons for the walls & characters. Doug ? ;-)

I'd much rather have the real thing (which I have, ie, how this thread
started). And then be forced into upgrading the Falcon! ;-)

I need an 040Falcon!!

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2356. Re: Disc Doctors

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drec5o.1x34p9y1ygug3sN@max01-030.enterprise.net>
Source record: 79213

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

> It's still the "place to be" for all UK Atarians IMHO. There's a scheme
> whereby you can divert unused time credits to browsing these days, and CiX
> have been voted ISP of the year, or similar accolade.

CiX was ace. I kinda wish I was still their, but I've enough on my plate
atm and know I would get the full use/benefit if i did join again. :-/

> :-)) There was only a bug fix from the earlier version, but yes, you're
> right. Hmm, another line for my jinnee notepad...

Like that is it! ;-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2357. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <37333174$0$491@news.zetnet.co.uk>
Source record: 79214

On 7 May 1999 04:42:37 G, Ronald Andersson wrote:
>on Thu 06-05-1999 05:03 Mike Borsley wrote:
>
>>On 5 May 1999 00:26:15 G, Ronald Andersson wrote:
>>
>----- snip

>>>----- snip ----- re: fitting the patch to a host adapter.
>>
>> Martin recommended connecting the 5v +ve and ground from the power
>> supply to the hard drive.
>
>Do you mean that you would be powering the hard drive this way ? Why ?
>Doesn't your MSTe already have a power connector for a hard drive ?

Yes it does.

>> Do you think it would be OK if I made this
>> connection on the host adapter PCB?
>
>That depends on exactly what you mean above, and of course on _how_
>you would make the connection.

I was thinking of picking up the 5v supply from the 30 pin
connector that plugs into the mother board, once I've determined
the pin no's. If anyone knows the ID for these it would be helpful.

Cheers
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

2358. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37332ab2eb2e7f0@holleman.demon.nl>
Source record: 79215

on Fri 07-05-1999 18:31 Martin "Nightowl" Byttebier wrote:

>Your problem is really related to the fact you are somehow using old
>IDX's. I've had this too simply because Jos hadn't include the convert.tos
>in his beta package. Once I ran convert.tos everything was normal.

Sorry Martin, wake up please...

in the FIRST msg, Nick stated that "AFTER he ran Convert.tos, it worked a
couple of times, then he got problems..."

AM I wrong, Nick????

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2359. Re: Atari ECopy ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gve1a$1l2$1@news7.svr.pol.co.uk>
Source record: 79216

On 3 May 1999 09:02:21 +, Audronic wrote:
:>Hi
:>
:>??? Is there available an English version of ECopy by Robert Weiss
:>
:>
:>If So, could somebody point me in the right direction

Approach System Solutions in the UK, phone (44)181 693 1919

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2360. Re: Tempo has a FREE phonecalls ISP

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7gve1b$1l2$2@news7.svr.pol.co.uk>
Source record: 79217

On 3 May 1999 20:31:34 G, James F. Haslam wrote:
:>
:>Hi all!
:>
:>In the UK a new free ISP has started up. It offers FREE access and FREE
:>phone calls (for the Net only not normal calls!) after 6pm during the
:>week.

There is a condition that you transfer your phone sevice to another
provider, dumping your present one.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2361. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7gvfmomij1@snipp.uninett.no>
Source record: 79218

Ken Macdonald <macdonald@cfc.dnd.ca> wrote:

> ronald
> this is one time too many you mention the CT2! :-)
> please tell me how it is to install (did you do it?)
> do you have the max ram? what hardware is it compatible with (i.e.
> nemesis, NOVA,...)

I don't have a CT2 (I'm one of those who paid twice as much for an Afterburner two years ago...), but I can tell you that it's not compatible to either Nemesis or Nova. The Nemesis won't work simply because the CT already has speeded up the bus to 25MHz, and the Nova because the current run of CT2's don't have a through-port for the Falcon expansion-slot.

The lack of this port is very bad news, because this means that you can't install any graphics-cards later on :-(IMHO a very bad move by Centek. Apart from this (and the pathetic low RAM-limit) the CT2 appears to be a very solid and nice accelerator.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2362. Re: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3732c598.10461292@news.freeserve.net>
Source record: 79219

On Tue, 4 May 1999 16:48:09 -0500, "Mickey Johnson"
<mickster@geneseo.net> wrote:

>I remember a public doman version of lunar lander for the mono.
>very cool.
I think Imperium ran under mono rez.

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

2363. Re: Freeserve & STiNG problems...

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7gvgq5$i77$1@news8.svr.pol.co.uk>
Source record: 79220

>
>I don't use Pinhead so that isn't the problem :-(

I also had Warp 9 in use, and this sometimes caused the same problem,
it wasn't the auto program for it, it was the ACC for Warp 9 that was
the culprit:-(

>Could be, but a while ago I tried with a minimal system (i.e. just
>STinG, Dialler and XControl) without success, and my friend who is

You do have HSModem 7 installed as well don't you?

>Thanks anyway,

Sorry I couldn't help more mate.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

2364. Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7gvi82$833$1@plutonium.compulink.co.uk>
Source record: 79221

Hi y'all,

I recently sent out around 40 copies and was hoping for some feedback. Did anyone actually get one yet?
(Most of them were to US and Canadian destinations).

--
Regards

Joe
joe@inactive.cix.co.uk

2365. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <926108860_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 79222

In article <3731f846caec70@zetnet.co.uk>
tesla1@zetnet.co.uk (Gordy) wrote:-

>Imagecopy 4 or LooknSee will display and convert TIFF format pictures to
>whatever format you will need.LooknSee can be download from the
>Interactive website:http://www.cix.co.uk/~inactive/

Thanks for the hint. I downloaded Look 'n See today but unfortunately
it will not load the TIFF format supplied by Demon.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2366. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drfr21.1vwb10j1nltunqN@srry01m10-21.bctel.ca>
Source record: 79223

John Whalley <news@whalley.demon.co.uk> wrote:

> The Demon fax TIFFs are also multi-page, ie all the pages for the fax are in
> the one file. This causes problems for a lot of viewers, but anyone with
> Win95, 98 or NT is OK as there is a suitable viewer supplied with the OS
> (it's used by MS Fax).
>
> I don't know of an Atari program that works with that type of TIFF,
> unfortunately.

Photoline v2.30 supports fax TIFFs but v2.25 doesn't. TruePaint also
supports the format. But I have no idea how these programs handle
multi-page faxes.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2367. [MagiC] Appline, How to use?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926111292.465.19@news.remarQ.com>
Source record: 79224

Aloha,
I'd like to install appline, but I can't read German :/
It seems to be a pretty simple program no?
How do I set it up?

Thanks,
Brian

2368. WANTED: Atari ST Review Issues 7 & 26 and binders

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Zc5vtdACn1M3Ew3S@steverosie.demon.co.uk>
Source record: 79225
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi

I'm after the above editions of Atari ST Review to complete my set of
mags.

I would like to get the binders for them, I have the grand total of 1
STR binder and would like to bind them all.

Any help will be more than appreciated.

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2369. [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926112173.369.17@news.remarQ.com>
Source record: 79226

Errr...there's a ton of stuff in the MagiC extras folder
that I've no clue what it's for...no Docs, no readme files, no
mention in the manual. I've MagiC 6.01 english release. Any idea
as to how I can discover what these things do?
WBDAMEN.PRG
ADDMEM.PRG
HARDCOPY.PRG
MAGXB032.PRG
ROMDRVR.PRG
CRASHDMP.TOS
LIMITMEM.TTP
MEMEXAM.TTP

Thanks,
Brian

2370. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drfua7.e1cf8tyg4m42N@srry01m01-63.bctel.ca>
Source record: 79227

Richard Elwell <rich@rjelwell.demon.co.uk> wrote:

> In article <3731f846caec70@zetnet.co.uk>
> tesla1@zetnet.co.uk (Gordy) wrote:-
>
> >Imagecopy 4 or LooknSee will display and convert TIFF format pictures to
> >whatever format you will need.LooknSee can be download from the
> >Interactive website:http://www.cix.co.uk/~inactive/
>
> Thanks for the hint. I downloaded Look 'n See today but unfortunately
> it will not load the TIFF format supplied by Demon.

If all else fails in your attempts to convert these faxes, you can do
them online via:

Image Alchemy: Free Image Conversion
http://www.handmadesw.com/hsi/web_alchemy.html

Group 3 and Group 4 fax conversions are supported.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2371. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <926111864_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 79228

In article <3732AAE2.5E5C69A7@cnet.francetelecom.fr>
Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr> wrote:-

>> Do any of you know of program that will view such a file or possibly
>> convert it to another format such as GIF?
>
>Did you try CentView ? Perhaps it will run ok ?

I just downloaded CentView but I cannot get it to load any file at
all. Any jpg, gif or tif I gave it just caused a message, in French,
to appear which I guess meant I won't/can't load this. 16 colour img
files that come with 16 caused CentView to crash the whole machine.

Perhaps CentView doesn't like my Afterburnered Falcon :-(

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2372. STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: "Jens M. Felderhoff" <j.m.f@netcologne.de>
Message-ID: <87emksblzj.fsf@gibson.localdomain>
Source record: 79229

Hi,

has anyone any experience with MiNT running under STonX (Linux)?

What format are the filesystems supposed to have? Does MiNT grok the ext2?

Cheers

Jens
--
Jens M. Felderhoff

home : j.m.f@netcologne.de
office: jmfelder@baan.com

2373. Atari 1040ST MIDI FS!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: "christian a. h." <godpup@ix.netcom.com>
Message-ID: <37335A45.7BD48080@ix.netcom.com>
Source record: 79230

with some added corrections from my previous posts..

Atari 1040STfm Computer:
Comes with manuals, monitor, mouse and software. Upgraded to 4 Megs of RAM and TOS 1.04.(1.4) Atari Megafile HD (30 Megs) with HD Driver software. Cubase Score (registered version) with manuals and dongle. (latest and last version released for the atari..) Also includes X-oR notator / librarian, NVDI graphics driver, Neodesk desktop replacement, Eureka cartridge clock and other 'maintenance' software. Everything's in perfect condition.
$380 obo Not including shipping

price is negotiable of course..

i live just outside of baltimore maryland for reference sake..

thanks again,

christian
--
"I've got the brains, I've got the looks, I'll make lots of money.."
ICQ# 15688864

2374. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7gvka1$gkp@enews4.newsguy.com>
Source record: 79231

On 7 May 1999 04:42:39 G, Ronald Andersson wrote:

>>so now, even when I dial and connect with my PPP ISP, when I'm ready to
>>disconnect, I just quickly load my SLIP dialer, and disconnect.
>>It's instantaneous and bomb free every time!
>
>Ok, I guess that's an acceptable workaround for those who have this problem,
>provided that it gives no problems in repeatedly dialing the PPP ISP. I'm
>not sure, but an 'incomplete' PPP disconnect could cause some problems here.

Well, I've never had any problems re-dialing or re-connecting to my PPP ISP
after hanging up using the SLIP dialer. Works every time.

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2375. Re: Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <W$Ec1uA0k2M3Ewl5@steverosie.demon.co.uk>
Source record: 79232

In article <7gvi82$833$1@plutonium.compulink.co.uk>, Joe Connor
<joe@inactive.SPAMBLOCK.cix.co.uk> writes
>Hi y'all,
>
>I recently sent out around 40 copies and was hoping for some feedback. Did
>anyone actually get one yet?
>(Most of them were to US and Canadian destinations).

Hi Joe

I thought I'd said thanks!!! Must be my memory playing up;P

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2376. Re: [MagiC] Appline, How to use?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <P4KY2.908$8%6.113315@news1.telusplanet.net>
Source record: 79233

> Aloha,
> I'd like to install appline, but I can't read German :/
> It seems to be a pretty simple program no?
> How do I set it up?
>
> Thanks,
> Brian

Hi, yes it is easy to setup!
But for now, you can grab version 2.1 in English off the interactive site
and get familiar with it..

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

2377. Re: Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7gvqk1$e95$1@cubacola.tninet.se>
Source record: 79234

```
On 7 May 1999 17:37:26 +, "Joe Connor" wrote:
>Hi y'all,
>
>I recently sent out around 40 copies and was hoping for some feedback. Did
>anyone actually get one yet?
>(Most of them were to US and Canadian destinations).
>
>--
>Regards
>
>Joe
>joe@inactive.cix.co.uk
>
>.
```

Hi Joe

Yes i recieved my copy and i liked it so i�m going to subscribe. I recieved it
4-5 days after i got your mail, faster then i expected.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

2378. CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <373374cd$0$489@news.zetnet.co.uk>
Source record: 79235

Hi all!

What's the best CD Rom driver thats compatible with MagiC 6 on a Falcon?

I've just bought a CD Rom that'll come with Extendos, but I know that
there are other drivers around, such as Spin!.

Opinions please! :)

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

2379. Re: How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <373377A6.8F38F906@direcpc.com>
Source record: 79236

Robert,
Using DirecPc (satellite) I got 39.2 K/bits/second downloading
DOIT-Milan FAQ. The most I get off any site is about 40K/sec
and most like ZDnet are in the 28-35K range. By comparasion
when I had a 56K modem I got 3.2 to 3.5K
Jim

Robert Schaffner wrote:

> I like to get some informations how fast is the download
> from www.atari-computer.de/doitarchive/down
>
> If anybody take anything, please tell me the transfer rate
> Thank you
>
> Regards, Robert
>
> --
> -=Home of DOIT-Archives=-
> CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
> robscha@data.rhein-main.de / doitarchive@atari-computer.de
> http://www.atari-computer.de/doitarchive/index.htm

2380. Re: Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Jim Donovan <jtdon@direcpc.com>
Message-ID: <373378C1.11FB0485@direcpc.com>
Source record: 79237

Joe,
I replied to you via email, perhaps you didn't receive it ?
Anyway I loved the Magazine and ordered issue 13 plus
2 back issues from Systems for Tomorrow here in the U.S.
I also put in a standing order for all future issues.
Thanks for sending it.
Jim Donovan
Joe Connor wrote:

> Hi y'all,
>
> I recently sent out around 40 copies and was hoping for some feedback. Did
> anyone actually get one yet?
> (Most of them were to US and Canadian destinations).
>
> --
> Regards
>
> Joe
> joe@inactive.cix.co.uk

2381. FS: Mega STe w/ LOTS OF STUFF

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: menethoran@aol.com
Message-ID: <19990507195054.22406.00000713@ng-fu1.aol.com>
Source record: 79238

Hello all,
Currently I am putting up my Mega STe.
I hate to see it go, but I have to for the money.
It has.
Mega STe board w/ 4 megs RAM mounted in full size tower case.
PC Power supply adapted to work with MSTe connector
Seagate Hawk 1.2 gigabyte SCSI hard drive, chock full of software including
MagiC 6.0
NVDI 5.0
SC1224 monitor in good condition.
ICD Link/2 Special clear edition (mounted internally)
Mega ST keyboard included

The tower modification I did myself. Currently some of the stuff just sits in
there but I will mount it up much more professionally if I get an offer. It is
a beastly system that I paid over $500 to put together in '94.
So if I get an offer you'll have to give me a week or two to set it all up real
nice. There is a spare power connector for a SCSI internal cdrom as well.
This machine is a keeper. I just plan to buy a falcon.
I was hoping to get $300 which would include shipping costs (so like $280).
Let me know
Please respond to:
duwolf#hotmail.com
(change # to @)
Mark Duckworth
Lititz, Pennsylvania
USA

2382. Atari Online News, Etc. #0110

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <p3UZ7KS.dpj@delphi.com>
Source record: 79239

```
A-ONE #0110 05/07/99

~ People Are Talking! ~ Don Thomas CO - May 8 ~ JagFest '99 Update
~ "Cybersquatting" Rules ~ GameBoy Color Sales Up ~ Coin-Ops Search Set
~ Mickey Mouse to Go 3D! ~ Encryption Rights OK ~ Microsoft - Oops?!
~ Colorado Blame: Games? ~ Chernobyl Virus Fix ~ Mobile Gaming!

-* Catching Hackers Easier! *-
-* BattleSphere Encryption Hopes Alive *-
-* Hasbro to Announce Jaguar an 'Open' System *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2383. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37335d70@nemo.idirect.com>
Source record: 79240

On 7 May 1999 23:18:37 G, James F. Haslam wrote:
>
>
>Hi all!
>
>What's the best CD Rom driver thats compatible with MagiC 6 on a Falcon?
>
>I've just bought a CD Rom that'll come with Extendos, but I know that
>there are other drivers around, such as Spin!.
>
>Opinions please! :)

I'm currently using SPIN myself under MagiC 5.11, and find that it is very stable. In fact, I find that it can read a number of CD-ROMs that crash the system under ExtenDOS. The only problem I'm finding, though, is when I run the record off CD option in CDPlayer, that it records everything very jumpy - that's where ExtenDOS comes in and where it shines.

BTW, I just bought a new Toshiba 40x speed for my system - and I'll probably be writing a review on it for an upcoming Atari Computing. Not only is it faster, it's also opened up some interesting new compatability stuff for Atari users - for one thing, I can now read the software tracks on the Enhanced CD format music CDs! You'd be amazed to find out what I've found on my Sarah Mcclachlin and Primus CDs :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2384. SMPTETrak Hybrid Arts problem on MegaST2! HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: jr <JamesBRey@aol.com>
Message-ID: <3733B7E4.3897@aol.com>
Source record: 79241

Folks,

Just sold my Atari Mega 2 to a fellow who needs it to use Hybrid Arts SMPTEtrack.

He was running SMPTEtrack on a 520ST and now he has the Mega 2.

When trying to boot SMPTETrack on the Mega he is getting a memory error about not enough memory but it runs fine on his 520.

I tried disconnecting the HD and it booted okay on the Mega 2.

What is it about the ICD drivers on the HD or whatever else you can think of that would make this happen. Could it have something to do with disk cacheing or some other parqameter in the ICD drivers?

I believe SMPTETrack should run just fine on 1MB so I can't understand what the problem is except for something in the ICD HD drivers or whatever.

Any help or comments would be appreciated.

Thanks.

JamesBRey@aol.com

2385. Personalizing my system

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <h9aZbMQ.tandrews16@delphi.com>
Source record: 79242

While I've been using 8-bit Ataris since 1985, it's only been the last six months or so that I've been a serious ST user. A friend from our former user group days has given me all his Atari equipment, now that he's moved on Macintosh. (His loss.)

The main system is a Mega ST4 with switchable TOS 1.4/2.06, a Toadfile 44 drive, nine hard drive cartridges, an SLM804 printer, and SC1224 and SM147 monitors. I've been spending all winter learning about it and what it can do, and I have a couple of questions.

The previous owner was very involved in DTP, and I'm well-supplied with programs in that area. His favorite word processor was Word Perfect, but I'm not so sure it's the one for me. For simple text writing for email and such, things I don't expect to print out, I use Edit Plus 3.12. I used AtariWorks for a couple of letters and to help in a small way with my taxes, and I really like the WYSIWYG display. SpeedoGDOS is positively awesome, especially with the 50 extra Bitstream fonts--even on my old Epson 9-pin printer, and the ability to pass information between modules is _very_ useful. I've used PageStream, too, and while it's dificult to work with columns in AtariWorks, it couldn't be much easier with PageStream.

So tell me--What can Word Perfect do for me that the above programs can't?

TJ

2386. MASSIVE Atari ST Sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Internet Newsgoups <nicknbea@ptinet.net>
Message-ID: <7h0aj7$6ph$1@elwha.ptinet.net>
Source record: 79243

Here's a repost of my message from last weekend for those who might have
missed it. Less than 24 hours left to check it out and place a bid!

I'm finally letting loose of over a decade long collection of Atari ST
hardware and software. A Mega ST4 with HD and a 1040STf. DTP package with a
hand scanner. MASSIVE amounts of the best commercial software. All original
with disks and manuals. Games, programming languages, music programs,
educational, a bit of everything
Its all listed on eBay
www.ebay.com

Search in Computers for "Atari ST" or do a Seller Search for "beesmart".

Happy Bidding!
Nick Berry
former president of S*P*A*C*E
Seattle Puget-Sound Atari Computer Enthusiasts

2387. High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: sheercon <sheercon@earthlink.net>
Message-ID: <37336D82.1C2C540C@earthlink.net>
Source record: 79244

Is there such a thing? Or a way to make an Atari 1040ST read High
Density disks?

2388. Re: W: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: mdheus@csi.com
Message-ID: <1dreqwv.12gqfmd1xzftk2N@[212.211.72.72]>
Source record: 79307

Claus Gebert <gebert@uni-muenster.de> wrote:

> That would be interesting, as alot of them have high quality when it
> comes to gameplay. There were both commerical and shareware games, and
> one of my alltime favourite was Gilgalad, a shareware arcade game by
> Markus Dheus, which was difficult to control (so none of my friends
> liked it), but I still like to play this!

Hey... Thanks a lot!

Actually I was thinking just recently of resurrecting Gilgalad (which
was freeware btw) from its GfA-BASIC ashes. Time to dig out one of my
Ataris, reclaim my SM124 from a fellow former ST user and search for the
source. Hmmm, X-plat C(++) code or Java that's the question...

Markus
(who had many plans for a sequel to Gilgalad... ...maybe some day...)
--
Markus Dheus
mdheus@csi.com

2389. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37322592bd4fa3@club-internet.fr>
Source record: 79308

Hello,

in article <3731835B.7D6D3FF9@directprovider.REMOVETHECAPITALS.net>
Nicholas Bales wrote on Thu 06-05-1999 13:56 (+0200):

> Well, I didn't back it up (1st bad move) and I even tried deleting
> everything to allow O to create a new file structure from scratch (2nd
> bad move), and still I get the same problem.

Double check your o.inf file for the paths maybe.

Not using hmmm... Newsie too ?

A+,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
-A horoscope is a tale told by an idiot and believed by a fool: Gordon Bowler

2390. Re: HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3732382a3018df0@smok.krakus.top.pl>
Source record: 79309

On Thu 06-05-1999 15:58 (GMT) wedd8454@my-dejanews.com wrote:

>I'm trying to get my STE to print to a Hewlett-Packard 1100 laser printer. HP
>say that it should work with older Laserjet printer drivers, but it won't
>speak to me at all.

Get files:

hplj_cpx.zip
hpexpl15.zip

from ftp.cs.tu-berlin.de.
Both programms were prepared for HPLJ4L but IMO they should work with
HP1100 also.

If you are interested I can send to you a 1ST WORDPLUS driver for HP-
LJ4L. I use this driver sometimes when printing with HP-6L.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2391. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: shammond@loop.com
Message-ID: <C5tY2.2775$D06.70675@news2.randori.com>
Source record: 79310

On 6 May 1999 20:28:40 G, Louis wrote:
> on Thu 06-05-1999 16:22 Ekkehard Flessa wrote:
>
> >RA>One note though: LAN port pin 7, normally marked as 'Reserved',
> >RA>actually is connected to an input driver that feeds the DCD input of
> >RA>the SCC.
> >
> >That might be useful for connecting a Modem to that port, but will not be of
> >any use for connecting two of these ports together, since there would have to
> >be a corresponding (and yet unused) output pin.
>
> Hi Ekkehard,
>
> sorry to jump in here, but I can't get my modem to work from the LAN-port.
> Some bloody idiot shoved a gfx card into the VME slot of this TT and
> removed the flatcables plus serial sockets from the motherboard, instead
> of leaving them in. So I've got no Serials.
> I bought a (Maclike) LAN to Modemcable, but the modem does nothing on it.
> (Yes, I set Sting and the whole bunch to Ser.2/LAN). So for the time being
> I'm stuck on 38400 bps from Modem-2, but with my V90 I should be able to
> go over that.

Louis,

I am surprised that the sockets were removed - they are soldered to the
board. IIRC you need to enable the lan port in HSModem.

Steve Hammond

2392. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c1@oden.se>
Source record: 79311

on Thu 06-05-1999 05:03 Mike Borsley wrote:

>On 5 May 1999 00:26:15 G, Ronald Andersson wrote:
>
----- snip ----- re: archive file names of host adapter patch docs
----- snip ----- re: displaying URI of links in CAB
>
> Ah yes, I checked again.
>
> It was http://www2.magmacom.com/~montreum/host.html I tried several
> ftp sites without success, and did a file search on Hallvard's
> launchpad for host.html. This didn't find it, but brought up a multi
> search engine. I crashed on this, so gave up then. I probably don't
> need it anyway, just that its nice to weigh up all the options,

Agreed, but this time I think Martin's info should contain all you need,
as long as you reinterpret some of it for how you want to fit the patch.

> before getting out the soldering iron, not forgetting the magnifying
> glass. :-)

I know what you mean. Those damn SMD chips of the MSTe interface are a bit
tricky to patch, and I had to do a lot of it on my unit, since I also added
some other stuff.

But for the parity patch most connections are to the SCSI bus, which is easy.

>>----- snip ----- re: fitting the patch to a host adapter.
>
> Martin recommended connecting the 5v +ve and ground from the power
> supply to the hard drive.

Do you mean that you would be powering the hard drive this way ? Why ?
Doesn't your MSTe already have a power connector for a hard drive ?

> Do you think it would be OK if I made this
> connection on the host adapter PCB?

That depends on exactly what you mean above, and of course on _how_
you would make the connection.

><snip>
> Thanks for your detailed explanation of TERMPOWER, it was
> interesting, and will be useful to me.

I'm glad you liked it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2393. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c2@oden.se>
Source record: 79312

on Thu 06-05-1999 07:24 Paul Nurminen wrote:

Hi Paul,

I'm cutting out a lot of stuff from your mail, because I'm only concerned
about the STinG related stuff, and I'm also a bit pressed for time.

----- snip ----- re: using two separate dialers for two separate ISPs

This is a perfectly valid way to select and dial the chosen ISP with a
minimum of fussing about. Sure, it wastes some space, but that's up to you.

>Now for reasons unknown to me, I've found that hang ups are MUCH quicker when I
>disconnect from the SLIP server - almost instantaneous. I don't know why, but
>when disconnecting from my PPP server, it always takes a few seconds - and as
>stated before, often bombs.

SLIP protocol has no disconnect procedure, so we just drop DTR. That's fast.
PPP protocol has a required disconnect procedure, which takes some time and
is subject to possible bugs (like any other code). Only after the procedure
has completed is it legal to drop DTR, so it is always slower than SLIP.

>Well, haging up from the SLIP server _never_ caused these bombs,

That's sort of obvious, knowing the above. Less complexity == less bugrisk.

>so now, even when I dial and connect with my PPP ISP, when I'm ready to
>disconnect, I just quickly load my SLIP dialer, and disconnect.
>It's instantaneous and bomb free every time!

Ok, I guess that's an acceptable workaround for those who have this problem,
provided that it gives no problems in repeatedly dialing the PPP ISP. I'm
not sure, but an 'incomplete' PPP disconnect could cause some problems here.

Hmmm, but I guess the port driver might be reinitialized by the dialer at
each new dialup, in which case there should be no problem at all. Can you
please test this a bit and then report results again.

I myself see those bombs very rarely though. Usually PPP disconnect works.
This could possibly be ISP dependent, so that some unexpected response from
the ISP triggers a bug in the PPP disconnect code of STinG.

>So perhaps the STinG dialer disconnect bomb is related to using PPP somehow?

That does seem to be the case.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se

http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2394. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c3@oden.se>
Source record: 79313

on Thu 06-05-1999 14:50 Yann Lossouarn CNET/DIH/LAN wrote:

>> Sure, it's by Patrice Mandin - it's none DSP though so it's very slow.
>
>Not so sure, there are 4 Doomlike projects for Atari :
>
>DEE : straightforward port of Doom, very very slow !
>PMDOOM : port for the Falcon, using the DSP. Not finished yet, but
>getting cooler and cooler.
>Bad Mood : brand new engine, very fast, but not finished at all... :-(
>Some guys still seem to be working on it secretly.
>Running : not really a doom port, as it doesn't allow the use of WAD
>files, but still a Doomlike.
>
>Here are the urls I know :
>
>PMDOOM : http://www.multimania.com/pmandin/
>Bad Mood : http://rand.thn.htu.se
>Running : http://www.atari-computer.de/rdt/home.html
>
>Yann Lossouarn

A slight correction is needed here:

Patrice Mandin has worked on two entirely different Doom clones !

One is of course the one you mention Yann, which uses the DSP but is not
even near completion. Like Bad Mood, it is not a game yet, just a kind
of 'walkabout' 3D world demo, using WADs for the world's definition.

The other is a 100% port (except for networking) of the original Doom engine.
This is a fully playable game, apparently improved to be able to handle all
Doom and Doom II WADs. Enemies are alive and deadly. In fact they seem a
lot more aggressive and intelligent than the ones I've seen in Jaguar Doom,
being more prone to come looking for you if you make unnecessary noise.
(And I only have a shareware Doom 1 WAD to test it with...)

But of course, on a standard Falcon this version is not really playable due
to the low speed. On my CT2B-Falcon however, it runs very well indeed, even
when I set maximum screen size and high quality display. I can still run
around with speed similar to that of Jaguar Doom. No sound though :-(

The thing to remember in looking for this engine is that it has a _lower_
version number than the latest version of the DSP-based clone, even though
that has lesser functionality. That's because they really are two different
projects, so their version codes are unrelated. Both clones were available

at the same site when I checked recently. (At URL given above.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2395. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c4@oden.se>
Source record: 79314

on Thu 06-05-1999 16:22 Ekkehard Flessa wrote:

>Hallo Ronald!

Hi Ekkehard,

----- snip ----- re: your use of LAN ports with lost packets and CRC errors

This is quite typical of serial lines without hardware handshaking.
Did you try huge reception buffers ? Such should eliminate some of
the errors then.

----- snip ----- re: higher speeds => lots of errors, some mouse sensitive

Again, this is entirely typical of running without hardware handshaking.

>So, setting the SCC port to 38k4/8/n/1/RTS/CTS should work.
>Starcall didn't work again, so there must be a bug in there.

Yes, and I think a misunderstanding by the module author could be the cause.
The LAN port, after all, does not have any RTS output, it only has DTR as
the outgoing handshake line. But the incoming handshake line is sent two
ways, both to LCLK and to CTS. Ample room for misunderstanding I guess...

>RA>One note though: LAN port pin 7, normally marked as 'Reserved',
>RA>actually is connected to an input driver that feeds the DCD input of
>RA>the SCC.
>
>That might be useful for connecting a Modem to that port, but will not be of
>any use for connecting two of these ports together, since there would have to
>be a corresponding (and yet unused) output pin.

Yes, that was what I meant. Connected straightly to another LAN port it can
not fill any function.

>RA>If these are connected straightly between two units, then they
>RA>both 'listen' to this input, with no one feeding it any signal. That
>RA>seems nonfunctional to me.
>
>You are right, but that's no worse than letting them unconnected, I suppose.

Agreed.

----- snip ----- re: working LAN connection, but with heavy 'losses'

Again, this is typical for missing handshaking. Mouse movement steals CPU
time from SCC interrupts, and without handshaking this leads to buffer full
errors. But this effect should not be so strong, unless the CPU is heavily
overloaded, or the buffers are extremely small (like the default size).

>[later]
>I've now got a working setup. Falcons #1 and #2 connected through their LAN
>ports with 38k8, Falcon #1 and Milan connected with Modem2 and Serial 2
>respectively and 57k6.
>
>(Modem)--115k2--(Modem2+Milan+Serial2)--57k6--(Modem2+Falcon
>#1+LAN)--38k4--(LAN+Falcon #2)
>
>aFTP 1.42 on Falcon #2 will download files from the Milan (running ftp_serv
>1.03 by Vassilis Papathanassiou) at around 1100cps. CAB 2.7 is slightly better,
>reaching some 1500 to 1600 cps downloading the "cow.htm" files as provided with
>CAB. Weblight 5.05 is acting as the web server.

Was WebLight also running on the Milan ?

>I also tried surfing the www from all three machines at the same time. This is
>working, too, but CAB 2.70 on Falcon #1 will bomb very often as soon as it
>indicates data coming in. On Falcon #2, I was able to visit several pages but
>finaly that machine crashed completely while waiting for data. So, things are
>working but not as reliable as they should be.

No, that is definitely not acceptable. It appears to be a case of interrupt
overload of some kind. This conclusion is backed by the fact that Falcon#1,
using 2 ports, bombs much easier than Falcon#2, using only one port.

>P.S.: MagiC Milan is finished (at last) and will be shipped these days,
>according to www.milan-computer.de. So, hopefully, my copy will arrive soon and
>I can continue testing with an alternative operating system. There are still
>two weeks of holidays left :-)

That is good news for all Milan users then.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2396. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c5@oden.se>
Source record: 79315

on Thu 06-05-1999 18:30 Stichting ST wrote:

>On 5 May 1999 00:26:12 , Ronald Andersson wrote:
>>
>>Ok, you are the SCSI expert, not me.
>>But is there really no way to test for a real error ?
>>
>I am also not an expert, but I read the manual.
>There is a menu function in the HDDRiver utility with 'error' in it.
>That shows a box with the lastest SCSI error the driver has met.

I'm afraid that's not what we need here.
We were talking of the kind of error where the SCSI bus itself locks up,
so that nothing is transferred though a DMA transfer has been started.
In this condition no error codes can arrive from the drives.

I was arguing for a better method to detect this state than just using
a raw three-minute timeout. Such an improvement should then make it
safe to decrease the timeout to a tolerable lenght.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2397. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c6@oden.se>
Source record: 79316

on Wed 05-05-1999 22:15 Ekkehard Flessa wrote:

>Hallo Brain!
>
>BR>BNET for sting mounts drive partitions across TCP/IP.

Hi Brain and Ekkehard,

Here are some useful facts about BNet:

1: BNET206B.ZIP is now available in my STinG pages.
2: On a MagiC system you always need both BNET.APP and BNET.XFS
3: On a singleTOS system you only need BNET.APP, but must use it as BNET.ACC
4: Unfortunately some problems can still occur in singleTOS usage
5: BNET.XFS needs BNET.INF in the same folder == C:\GEMSYS\MAGIC\XTENSION\
6: BNET.APP needs HOSTS.INF in the same folder == MagiC's APPS folder
7: BNET.ACC needs HOSTS.INF in the same directory == C:\
8: HOSTS.INF must be edited, to indicate machines local BNet should 'know'
9: Unlike some servers, BNet can not serve a call from the same machine,
so HOSTS.INF should be different for each machine in the LAN

>Well, the last time I tried it (Version 2.05), it just bombed one of my Falcons
>into the ground. No go at all, as soon as the xfs was installed.

Why just one ? If it was entirely due to BNet it should have bombed both.

>[some time later]
>I tried it again, this time having the two Falcons tied together via their LAN
>ports. Still no go.

As discussed in other mail, I don't think that the LAN ports are safe to
use with current HSModem modules. I suggest you try over Midi instead.
I know it's not as fast, but it works pretty well for most people.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2398. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37327bbc62670c7@oden.se>
Source record: 79317

on Thu 06-05-1999 09:09 Uwe Seimet wrote:

>Ronald Andersson wrote:
>
>> Ok, I guess I can live with that. Note however that CAF_FIX could be
>> improved by the timing check I suggested, so that even a 30 second
>> delay does _not_ cause SCSI reset, except when it happens in such a
>> way that the DMA addresses are 'frozen'. That should decrease the
>> risk of any unwarranted SCSI resets being generated.
>
>I don't understand. You can't rely on checking of DMA addresses in order
>to detect errors.

That was not what I meant above, in fact I really meant the opposite.
Checking the DMA addresses, which are autoincremented during a transfer,
can prove that the bus has _not_ been locked up during the entire timeout.
Proof of non-error is just as valuable as proof of error would have been.

The implementation could work something like this:

1: At timeout start, the DMA pointer value is copied to a pointer in RAM.
2: If the full DMA transfer is completed, then the timeout is just aborted.
3: At timeout, the current DMA pointer is fetched (Note_1, further below).
4: The fetched pointer value is compared to the pointer in RAM from step 1
5: If they differ the bus is not frozen, so we go to step 1 to restart timeout
6: Here we accept the timeout, because the bus does seem frozen.
7: And so we generate a SCSI RESET to release the bus again

The above procedure shows how to avoid those very same potential problems
that you warned against earlier, that could arise from using CAF_FIX. In
most cases of a long transfer some data will have been transferred during
the timeout period, and for each such case the above procedure will prevent
an unnecessary and possibly harmful SCSI RESET from being generated.
It may not help in _all_ cases, but it will help in _most_ cases.
As I see it that is reason enough to implement it.

That does mean that there is less risk of any harmful effect from using the
shorter timeout. In fact, for cases where there is only one SCSI controller
involved (surely 99% or more of HDDRIVER users) I see no reason why the
timeout could not be even shorter than 30 seconds.

>And there is no way to know in advance how long a
>transfer might take. Please refer to the SCSI specification for details.

I understand that SCSI arbitration may affect this sort of thing, but I
really don't think very many HDDRIVER users actually use that, And if
some do, then it would be dead easy to raise the timeout value based on

the SCSI arbitration activation flag. The large numbers that do not use it,
could then benefit from a shorter recovery time, without affecting those
who do use it. (If you meant some other part of SCSI spec, state which.)

>> What I said was that a similar problem can also occur that is dependent
>> on a problem with some SCSI drives. So it is not *just* Falcon dependent.
>
>I've never heard of SCSI drives that are broken this way. They would
>simply be unusable for any platform, nobody would buy them.

The drives are _not_ broken. And they do not lock the bus spontaneously.
It is just that if a program is aborted, or bombs, or some other weird thing
happens while reading a file, then some drives are prone to fail to recover
from this, locking up the bus. And that sort of thing still happens now and
then under MagiC. (I like MagiC, but it does have some remaining problems)

Some drives seem to recover from such things every time, no problem, but some
don't recover until they receive a new SCSI RESET, and until that time they
can lock up the bus. That is what they have in common with the Falcon bug.
This does not make them useless, just a bit unpleasantly sensitive, and the
situation would be improved for the users with a shorter recovery time.

Note_1:

Naturally the split-bytes format of the DMA pointer makes the reading of it
rather special, since the pointer can continue being incremented between the
accesses that read different parts of it. Therefore such a pointer must
be read in a special way, to avoid erroneous result when a carry occurs
from one byte level up to the next. Otherwise the combination of the bytes
can produce a false value.

One easy way to get a correct value is like this:

```
TT_SCSI_DMA_ptr = $FFFF8701
get_tt_dma_ptr:
move.l sr,-(sp) ;push SR, for interrupt mask
ori #$0700,sr ;disable interrupts
lea (TT_SCSI_DMA_ptr).w,a0 ;a0 -> highest DMA pointer byte
.loop:
movep.w 4(a0),d1 ;d1 = pointer value low word
movep.l 0(a0),d0 ;d0 = pointer value
eor.w d0,d1 ;d1 = differing bits of low word set
and.w #$FF00.d1 ;was there a carry from low byte ?
bne.s .loop ;if so, repeat (next attempt will succeed)
move.l (sp)+,sr ;pull SR, for interrupt mask
rts ;return with d0 a valid recent pointer value
```

The above example is for TT SCSI.

If the same is to be done for ACSI, the 'DMA_ptr' address changes to
$FFFF8607, but since the first of the bytes fetched then is not part
of the pointer (it only has 3 bytes), it should be masked out before
the 'rts', by the instruction 'and.l #$00FFFFFF,d0'.

I'm not exactly sure where the Falcon registers are, but since a standard Falcon only has 24 address bits I suppose that the latter method, or even a hybrid of the two methods above can be used.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2399. FS: Lots of stuff...

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Smooth1 <ctsprod@hotmail.com>
Message-ID: <926053664.061.4@news.remarQ.com>
Source record: 79318

These items gotta go!!! I need the space!!! They goes
as follows: <6671>

Hardware: All with Manuals

* Atari 1040 w/16 Megs and a switcher (8 to 16 Mhz) $275
* 130+ Hard Drive (In 2 cases connected by a cable) $150
* 500 + Hard Drive w/CDRom & Tape backup Drives $450
(Comes with 20+ Tape Carts, 4 CD case caddies & 1 Atari CD with
lots of programs - <Gemini Atari CD-Rom, Dec. 1993>)
>>>>> Oh... and I'll leave the software I have on it too! <<<<<
* Color Monitor ..... $ 35
* Black & White Monitor ..... $ 25
* Alfa Data Track Ball ..... $ 40
* Viva 14.4 Fax Modem ..... $ 25
* Zoom 14.4 Fax Modem ..... $ 25
* Atari SM804 w/Outburst..... $225
(Needs new drum and toner)
* Migraph Hand Scanner ..... $ 30
* Migraph Hand page scanner ..... $ 50
Hardware: No Manuals

* External disk Drive (Needs Power Adapter, Radio Shack) . $ 5

Software: All With Manuals

* Easy Draw ..... $ 10
* Degas Elite ..... $ 10
* Typesetter St ..... $ 10
* Stalker/Telecommunication Software ..... $ 20
* G+Plus ..... $ 10
* Migraph OCR/Optical Character Recognition Software ..... $ 10
* Mr Boston Official Bartender's Guide ..... $ 2
* The Juggler ..... $ 5
* Geneva/(Multi Tasking Program) & NeoDesk(Desk Top Prg .. $ 50
* Hyrid Arts Semte Track w/sync box ..... $ 75

Software/No Manuals:

* Hybrid Arts Ludwig Music software ..... $ 2
(Disk Only)

Games: All with Manuals

* F-15 Strike Eagle Flight Simulator ..... $ 10
* Elite/A Fantastic Voyage ..... $ 10
* Defender Of The Crown/Knight Fight ..... $ 10

* Knightmare/Knight Fight ..... $ 10
* ShadowLands/Barbarian Fighting ..... $ 10
* Barbarian/Fighting ..... $ 10
* Lemmings/Maze and Building ..... $ 10
* Ultra V Warrior of Destiny/Knights ..... $ 10
* Baby Jo/Baby Super Hero ..... $ 10
* Drakkhen/Dragons ..... $ 10
* The Pawn/Good and Evil Fight ..... $ 10
* Dragon Of Flame ..... $ 10
* Breach ..... $ 10
* Time Bandit ..... $ 10
* Quest Glory ..... $ 10
* Romancing The Throne ..... $ 10

Games Disk only:

* Dragon Master ..... $ 2
* Rambo 3 ..... $ 2

Programing Software & Book Combination:

* Mark Williams C Compiler/4 Disk/ and Update (2 Disk)
Mark Williams C For The Atari ..... $ 15

* CSD C Source Debugger1 Disk
Mark Williams CSD C Source Debugger For The Atari ST ..... $ 10

Programing Books:

* Prospero C, Language, AES Bining, Library, VDI Binding . $ 10
* Atari ST Internals/The Authoritative Insider guide ..... $ 5
* Atari ST Graphics & Sound/Mastering Capabilities ..... $ 5
* Peeks & Pokes/Hidden Secrets with in the Atari ..... $ 5
* Atari ST Application Programming ..... $ 5
* Atari ST Gem Programmer Reference ..... $ 5

Software Books with no Disks:

* Mark Williams resource Editor For The Atari ..... $ 3

>>>>>>>>>>>>> Package nogotiations are welcomed! <<<<<<<<<<<<<<<
>>> For those who are interested I will sell whole lot for $1600
Buyer(s) pays shipping!! All reasonable offers will be considered!!!

e-mail: smooth1@akula.com
I'm also willing to set up meetings using these programs:
* IRC(Internet Relay Chat) <everyone can use this>
* Netmeeting
* iPhone

2400. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37328b4e6e911d0@oden.se>
Source record: 79319

Weird, I sent this post earlier, and it failed to 'come back' via usenet
So I have to send it again. I hope the other one doesn't pop up now.

on Thu 06-05-1999 05:03 Mike Borsley wrote:

>On 5 May 1999 00:26:15 G, Ronald Andersson wrote:
>
----- snip ----- re: archive file names of host adapter patch docs
----- snip ----- re: displaying URI of links in CAB
>
> Ah yes, I checked again.
>
> It was http://www2.magmacom.com/~montreum/host.html I tried several
> ftp sites without success, and did a file search on Hallvard's
> launchpad for host.html. This didn't find it, but brought up a multi
> search engine. I crashed on this, so gave up then. I probably don't
> need it anyway, just that its nice to weigh up all the options,

Agreed, but this time I think Martin's info should contain all you need,
as long as you reinterpret some of it for how you want to fit the patch.

> before getting out the soldering iron, not forgetting the magnifying
> glass. :-)

I know what you mean. Those damn SMD chips of the MSTe interface are a bit
tricky to patch, and I had to do a lot of it on my unit, since I also added
some other stuff.

But for the parity patch most connections are to the SCSI bus, which is easy.

>>----- snip ----- re: fitting the patch to a host adapter.
>
> Martin recommended connecting the 5v +ve and ground from the power
> supply to the hard drive.

Do you mean that you would be powering the hard drive this way ? Why ?
Doesn't your MSTe already have a power connector for a hard drive ?

> Do you think it would be OK if I made this
> connection on the host adapter PCB?

That depends on exactly what you mean above, and of course on _how_
you would make the connection.

><snip>
> Thanks for your detailed explanation of TERMPOWER, it was
> interesting, and will be useful to me.

I'm glad you liked it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2401. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37328b4e6e911d1@oden.se>
Source record: 79320

Weird, I sent this post earlier, and it failed to 'come back' via usenet
So I have to send it again. I hope the other one doesn't pop up now.
If it does, please disregard it.

on Thu 06-05-1999 09:09 Uwe Seimet wrote:

>Ronald Andersson wrote:
>
>> Ok, I guess I can live with that. Note however that CAF_FIX could be
>> improved by the timing check I suggested, so that even a 30 second
>> delay does _not_ cause SCSI reset, except when it happens in such a
>> way that the DMA addresses are 'frozen'. That should decrease the
>> risk of any unwarranted SCSI resets being generated.
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Checking the DMA addresses, which are autoincremented during a transfer,
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Proof of non-error is just as valuable as proof of error would have been.

The implementation could work something like this:

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The above procedure shows how to avoid those very same potential problems
that you warned against earlier, that could arise from using CAF_FIX. In
most cases of a long transfer some data will have been transferred during
the timeout period, and for each such case the above procedure will prevent
an unnecessary and possibly harmful SCSI RESET from being generated.
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That does mean that there is less risk of any harmful effect from using the
shorter timeout. In fact, for cases where there is only one SCSI controller
involved (surely 99% or more of HDDRIVER users) I see no reason why the
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>And there is no way to know in advance how long a
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the SCSI arbitration activation flag. The large numbers that do not use it,
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who do use it. (If you meant some other part of SCSI spec, state which.)

>> What I said was that a similar problem can also occur that is dependent
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>
>I've never heard of SCSI drives that are broken this way. They would
>simply be unusable for any platform, nobody would buy them.

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It is just that if a program is aborted, or bombs, or some other weird thing
happens while reading a file, then some drives are prone to fail to recover
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can lock up the bus. That is what they have in common with the Falcon bug.
This does not make them useless, just a bit unpleasantly sensitive, and the
situation would be improved for the users with a shorter recovery time.

Note_1:

Naturally the split-bytes format of the DMA pointer makes the reading of it
rather special, since the pointer can continue being incremented between the
accesses that read different parts of it. Therefore such a pointer must
be read in a special way, to avoid erroneous result when a carry occurs
from one byte level up to the next. Otherwise the combination of the bytes
can produce a false value.

One easy way to get a correct value is like this:

```
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get_tt_dma_ptr:
move.l sr,-(sp) ;push SR, for interrupt mask
ori #$0700,sr ;disable interrupts
lea (TT_SCSI_DMA_ptr).w,a0 ;a0 -> highest DMA pointer byte
.loop:
movep.w 4(a0),d1 ;d1 = pointer value low word
movep.l 0(a0),d0 ;d0 = pointer value
eor.w d0,d1 ;d1 = differing bits of low word set
and.w #$FF00.d1 ;was there a carry from low byte ?
bne.s .loop ;if so, repeat (next attempt will succeed)
move.l (sp)+,sr ;pull SR, for interrupt mask
rts ;return with d0 a valid recent pointer value
```

The above example is for TT SCSI.

If the same is to be done for ACSI, the 'DMA_ptr' address changes to
$FFFF8607, but since the first of the bytes fetched then is not part

of the pointer (it only has 3 bytes), it should be masked out before
the 'rts', by the instruction 'and.l #$00FFFFFF,d0'.

I'm not exactly sure where the Falcon registers are, but since a standard
Falcon only has 24 address bits I suppose that the latter method, or even
a hybrid of the two methods above can be used.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2402. WTB: Riebl VME Ethernet

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990507085100.16083B-100000@hal.fishpool.fi>
Source record: 79321

I'm looking for a couple of Riebl VME Ethernet cards for my TT.
Please e-mail your offer. Offers from within EU preferrable.
Thanks.

--
Martin-Eric Racine http://www.pp.fishpool.com/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2403. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bjr@master.localink4.com
Message-ID: <926057279.115.39@news.remarQ.com>
Source record: 79322

Ronald Andersson (dlanor@oden.se) wrote:
: on Wed 05-05-1999 22:15 Ekkehard Flessa wrote:

: >Hallo Brain!
: >
: >BR>BNET for sting mounts drive partitions across TCP/IP.

: Hi Brain and Ekkehard,

: Here are some useful facts about BNet:

<snip>

Aye...it all works quite well here.
I use Midi to link a Mega 4 and Falcon 030.
Both running MagiC.

I've modems on both, and had some confusion setting up masquradeing, but it all works very well now ;)

I do wonder one last thing however...
Since plugging in the MIDI.PRG drivers for DRIVIN.PRG, I wonder optimal values to set for the driver. It is currently set 256/256, or whatever the default value in the package was. I use a MTU of 1500. It works fine, but I just wonder if some other setting might not be more 'optimal'.

Oh, and one last couriosity...
Is it possible to set up a gateway from the internet to machines on my LAN that aren't connected via the modem. I.E. I use the Falcon to dial in, and can have users connect to the falcon via the dynamic IP that is issued (and masked of course to whatever I'd set) at dial up. My ISP also gives a valid dns for that assigned IP, alla user091.localink4.com which can be used to attach to my falcon...but what if I wanna pipe it off to the Mega on down the LAN? I.E. run ftp_server on both machines, and get at either one from my job at school? Well...yeah, I know I could just pop symbolic links in the valid ftp path and pull them across with BNET, but I'm thinking further down the line...like when someone comes up with a way to telnet into a shell and actually run some things on the Falcon remotely.

Oh...one last last thing to point out (promise, this 'really' is the last).

I noticed that with MagiC 6.1, if I try to pull a file over the BNET using the file selector (K:/MYFALCON/Cx/path/file)
alla, into MGEDIT, or NEWSIE, or whatever I've tried so far...the app will bomb and exit. The good news is, I found a way around it.

Example:
I wanted Newsie on both machines, but with one central MAIL folder located an the Falcon (e:/usr/bjr/mail). When I'd set up newsie to grab this path using the file selector, it simply crashed and exited (this is using the setup paths dialoge in newsie to K:/MYFALCON/Ex/usr/bjr/mail. However, I was able to make a symbolic link on a partition of the mega to the mail folder on the Falcon via BNET and it works fine that way.
I.E.
I opened MYFALCON/path/mail, and held the alt key as I drug the mail folder over to a partition on the Mega. Note I did this from the Mega Console...I notice that I couldn't create a symbolic link on the Mega from the Falcon or vice verse. So....if you wish to create symbolic links across the LAN, you need to be working with the machine the link will be installed on. My guess is that BNET doesn't yet understand how to send, recieve, or both send/recieve a symbolic link command yet.

Finally, I set NEWSIE to use that symbolic link, and all works rather nicely.

In the end, I've put symbolic links to all my drive partitions in a folder called NETWORK. This way, programs can get at the files without freak'in out...MagiC does all the work ;) It's a hack, but it works ;)

Brian

2404. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gu3c4$ee2$1@user1.teleport.com>
Source record: 79323
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2405. NEW Atari ST SoftWare Sale. $10 titles! Brand NEW!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <7gu389dsv1@user1.teleport.com>
Source record: 79324
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've just added to my ST SoftWare Catalog 30 more titles. All brand
new. In my ST software catalog new titles are listed at $15. Just like
BattleZone below. But for a limited time the $15 titles are on sale
for $10. So go ahead and check it out. All of these titles are *NEW.

BattleZone; Atari;
Color or MonoChrome Monitor. One or
two players. Full 360 Degree action.;
*NEW.....$15.00 U.S.

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--
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http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2406. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37328FCE.B4B824FB@directprovider.REMOVETHECAPITALS.net>
Source record: 79325

Pascal Ricard a ï¿½crit :
>
> Hello,
>
> in article <3731835B.7D6D3FF9@directprovider.REMOVETHECAPITALS.net>
> Nicholas Bales wrote on Thu 06-05-1999 13:56 (+0200):
>
> > Well, I didn't back it up (1st bad move) and I even tried deleting
> > everything to allow O to create a new file structure from scratch (2nd
> > bad move), and still I get the same problem.
>
> Double check your o.inf file for the paths maybe.

Been there, done that... I guess there's no harm in triple checking
anyway...

>
> Not using hmmm... Newsie too ?

I did once, but I didn't like it. And that was a while ago. Okami looks
nice, but I can't manage to get it running smoothly.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2407. Re: Where are those Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.4.02A.9905070044060.15179-100000@user1.teleport.com>
Source record: 79326

On 6 May 1999, Lethor7 wrote:

> hi,
> could some one repost those businesses that deal
> with second hand Atari hardware??
> thanks,
> james.

I do. My signature says it all.

==Thanx==
===Ben===

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http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2408. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37329D59.501C@ooc.de>
Source record: 79327

Paul Nurminen wrote:

> That's the thing about ICD Pro. I would occasionally get a freeze up, but it
> would always resolve itself in 10-30 seconds. As far as why ICD Pro does this
> and why HD Driver doesn't is beyond me...

As already said this is a question of timeouts and thus can be
influenced with CAF_FIX.
What happens if you transfer a large block of data in a single transfer
to a slow device and the transfer takes more than 30 seconds? If you
have a hard disk driver that issues a SCSI reset after 30 seconds you
will never get this transfer done...

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2409. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37329DA8.4EF9@ooc.de>
Source record: 79328

Stichting ST wrote:

> There is a menu function in the HDDRiver utility with 'error' in it.
> That shows a box with the lastest SCSI error the driver has met.

Note that SCSI error message sent by SCSI devices are not the same level
as timeouts. Timeouts don't result in SCSI error codes as displayed by
HDDRUTIL.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2410. Re: Just for fun.

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3732915D.51D5@geocities.com>
Source record: 79329

Well, I post on here on a Macintosh.. and a 68040 one at that! I have decided I'm going to upgrade to a PowerPC in the future....

...A Falcon with a Tempest PowerPC board that is. (grin)

Why do we need to reason why to love Atari? Good question.. for me it just comes natural (more with the 8-bit Atari than ST, but still...) however, it is good to hear what everyone else sees in it.

"Intel Outside" all the way!!!

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2411. Re: Mega ST4 FOR SALE!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37329269.6F7D@geocities.com>
Source record: 79330

So where are you ay again?

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2412. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37329EC0.2E07@ooc.de>
Source record: 79331

Chris Crosskey wrote:

> Nearly all SCSI is SCSI-2...the Link 1 hasn't a particularly great
> implementation, but then neither has the ZIP......

What exactly is wrong with the ZIP concerning SCSI-2? I haven't found
any deviation from the standard.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2413. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3732AAE2.5E5C69A7@cnet.francetelecom.fr>
Source record: 79332

> Do any of you know of program that will view such a file or possibly
> convert it to another format such as GIF?

Did you try CentView ? Perhaps it will run ok ?

http://www.centek.fr

Yann Lossouarn

2414. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7gu9cu$l7l@enews4.newsguy.com>
Source record: 79333

On 6 May 1999 09:49:02 G, Louis wrote:

>it must be machine related... at least that's what I make of it.
>
>I N-E-V-E-R had any probs with Sting.... apart from the bloody corruption
>of Cache.dns and Route.tab at the beginning which came from Newsie.
>
>I ran a SLIP connection for some time, then changed to PPP and there's no
>probs at all. The only probs with Sting here were very occasional bombs on
>my Mint setup. MagiC = never anything. Occasionally Newsie bombs out, I
>get this #69 error, can even start Newsie again and proceed. The dialer
>never bombed out here, not on one occasion.

I'm a bit confused here Louis, in a previous post, you said you had problems with the STinG dialer bombing on disconnect _until_ you used your AUTOEXEC.BAT solution [if you'd like, I'll find and quote your post], but now you claim you "N-E-V-E-R" had any STinG disconnect-bomb problems? Which is it?

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2415. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7gu9cr$l7l@enews4.newsguy.com>
Source record: 79334

On 3 May 1999 06:53:50, Uwe Seimet wrote:

>This is typical of a Falcon with no SCSI patches (clockpatch) installed.
>Please read the information on the driver floppy disk about this patch.
>The faster the driver, the more important it is to fix the Falcon
>SCSI/DMA hardware.

Well, can you please explain to me why ICD Pro 6.5.5 can recover from a "hard drive freeze up" in 10-30 seconds [and the Falcon functions normally after this as if nothing had happened] and HD Driver takes 1 to 2 minutes to un-freeze, and in the process, all SCSI devices go offline, reporting "damaged data" when trying to access any partition after the freeze-up, with a re-boot being the only way to get everything working correctly again?

And this makes HD Driver better because??????

-Paul

--

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\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2416. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
Message-ID: <3732AC5F.1BC7FA72@cnet.francetelecom.fr>
Source record: 79335

????Did you try with a fax program ????

You'll find the urls of :

- Coma
- StarFax
- Junior Office
- Unicorn Demo

on the UTSI (framy version)

http://www.multimania.com/falkweb/UTSI/INDEX.HTM

Yann Lossouarn

2417. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990507130032.16317C-100000@hal.fishpool.fi>
Source record: 79336

> As discussed in other mail, I don't think that the LAN ports are safe to
> use with current HSModem modules. I suggest you try over Midi instead.

Hi Ronald,

I seem to have missed that part. Can you explain why LAN isn't good?

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2418. TRADING POST WEB SITE

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7gue7k$ld3$5@mendelevium.btinternet.com>
Source record: 79337

The Trading Post who have sold and supported Atari computers for a number of years have now produced their own web site which features a good cross-section of computers and software including the Atari.

--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
UK
http://www.tradeinpost.com

2419. Frontier Editor on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: AJColson@go.com
Message-ID: <7gumm1$2us$1@nnrp1.deja.com>
Source record: 79338

For those of you that have frontier Elite II, I can provide you with a save game editor and a program that allows you to find out wormholes. Reply to my e- mail AJColson@go.com so I can simply attach the programs and send them to you.

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2420. Re: Help with 720k disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ckkuzKA0ntM3Ew0+@steverosie.demon.co.uk>
Source record: 79339

In article <3731B15C.F953387D@earthlink.net>, sheercon
<sheercon@earthlink.net> writes
>I have been trying to copy .st files on the PC (In emulation format)
>over to DD 720k disks. The problem is, a lot of the .st files are larger
>than 720k and I can't seem to format my DD disks for more than that.
>Does anyone have any experience with this problem? Any help would be
>appreciated... I think these games are better on a real ST as the
>emulator seems to lose something in the "translation".

Hi

The .ST files are an image of an Atari disk. Including the disk make up
data, 10 spt 81 tracks etc., the file is more than 720k it has to be!!

If you are after a specific title, why not buy the original rather than
make do with a copy!!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2421. Wanted to borrow! Please, pretty PLEASE;)

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <U0isXPAtutM3EwU3@steverosie.demon.co.uk>
Source record: 79340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

If you've been reading some threads, you will notice I'm having a tiny problem with getting my MO drive detected using HD Driver. I'm after borrowing s different DMA-to-SCSI host adaptor other than ICD Link II. I need to work out if it's the host adaptor or HD Driver itself!

Ideally I would appreciate someone in UK to aid my plight and I will cover postage costs etc...

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2422. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3732dedc1c082a0@mail.otenet.gr>
Source record: 79341

on Tue 04-05-1999 19:52 kevin dermott wrote:

>on Mon 03-05-1999 Derryck Croker wrote:
>
>>Since installing the demo version of MagiC PC and NVDI on my laptop,
>I've had
>>to take recourse to the manual - where the easy step of removing
>unwanted
>>res's from the list is explained! :-)
>>
>>Rgds, Derryck
>
Hmm, I'm afraid System Solutions' manuals are rather on the 'poor'
side ;(18 pages (ring !!) for MagiC PC and 32 pages for NVDI PC !
I still haven't found the 'easy step' taking a quick peek at them,
but since there _is_ this step, it's not that hard to find it.
(hint: like killing accessories ;-)

Still, Kevin had 22 entries and wanted only 4 of them, so deleting
the INF file, wasn't that bad, even compared to the 'easy step' ;-)

>RESORTING TO DIRTY TRICKS ARE WE THEN :-)
>Kev
>
??? :-)
>

Regards Vassilis

2423. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3732dedc1c082a2@mail.otenet.gr>
Source record: 79342

on Wed 05-05-1999 06:33 Ben Hills wrote:

>> BNET for sting mounts drive partitions across TCP/IP.
>>
>> Brian
>>
>
>Yep it does, but the last time I looked at this program
>it only supported its own protocol (so no NFS yet) and
>it only runs under Magic.
>
>Please correct me if I'm wrong...
>
Yes, for the moment it has a (hmm, let's call it) GEMDOS protocol,
but works now quite happily under single_TOS (even on a floppy
disk with STinG / BNET and a 1 meg ST).

My priority for the moment is an Ethernet driver for 'pocket'
adapters, if it succeeds, then we'll have the 'horsepower';-) to
go to more complex protocols.

Regards Vassilis

2424. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3732dedc1c082a1@mail.otenet.gr>
Source record: 79343

on Wed 05-05-1999 01:16 Brain Roland wrote:

>: > Erm... not quite. StinG has neither NFS nor Samba.
>
>BNET for sting mounts drive partitions across TCP/IP.
>
And this is only the begining ;-)

Regards Vassilis

2425. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-07 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3732dedc1c082a4@mail.otenet.gr>
Source record: 79344

on Wed 05-05-1999 22:15 Ekkehard Flessa wrote:

>Hallo Brain!
>
>
>BR>BNET for sting mounts drive partitions across TCP/IP.
>
>
>Well, the last time I tried it (Version 2.05), it just bombed one of my Falcons
>into the ground. No go at all, as soon as the xfs was installed.
>[some time later]
>I tried it again, this time having the two Falcons tied together via their LAN
>ports. Still no go.
>
I don't know what's happening with the LAN ports, but I never managed to get
anything useful above 38400 bps. Even at this speed the connection is not
exactly reliable.

>On Falcon #1, the system will lock during boot as soon as screen blaster tries
>to show its resolution menu respectiveley change screen resolution. BNET.APP
>itself makes no problems, though. But it would only show an completely empty
>drive P:.
>
I think BNET.XFS is a legal MagiC XFS, not even depented on STinG. It uses
no timers, interrupts etc. At boot time it just installs itself and
terminates (resident of course ;-) But I might have missed something, since
my translation of magxdocs is far from perfect.
Have you tried without screen blaster ?

>On Falcon #2, both XFS and BNET.APP are running. That one is equipped with
>Screen Wonder PRO resolution enhacement hard/software. Anyway, although the
>programs are running, and the /BNETWORK/ entry is there in the U: drive of that
>machine, it is not usable. Inside BNETWORK sits a folder called Falcon1,
>representing that remote machine. Opening that one results in a bunch of
>folders called Ax, Cx, Dx, ... up to Lx. Obviously, the information on the
>drives is being transmitted correctly. Sadly, those folders cannot be opened or
>in any way manipulated :-(
>
Normally you should be able to access the remote drives' contents, but if your
connection is not working properly (see above), then I'm afraid you can't.
Please try your link first, not with ping, but using any client/server eg
WebLight and CAB or FTP Server and aFTP or whatever, and post your results.

Regards Vassilis

2426. Re: My NEMESIS is Alive and Well!

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <3734509f$0$492@news.zetnet.co.uk>
Source record: 79095

On 5 May 1999 03:22:08 G, Clayton Murray wrote:

>My question: "Scan Rate" - is that the horizontal or the vertical range on
>my monitor? I have a "14 Magnavox SVGA. Actually it says Philips on the

Scan Rate is the horizontal frequency the monitor can handle - it's
mentioned in the ST-Guide hypertext file.

>have tried both Videlity and Videl Inside, but just can't get an 800 x 600
>display in any color setting, with or without interlace. Is the problem a
>result of the limited frequncies of my monitor? I have Nemesis.

Possibly the monitor, you have a very limited range of horizontal
frequencies which won't help a lot. I was looking at some of my library
files & most 800x600 resolutions seem to be around 44KHz.

You could try increasing the left & right blank values to decrease the
horizontal frequency of the display. I'm not sure if this will produce a
reasonable display on your monitor but it may be worth a try - the
frequencies specified are not usually exact so you may be able to get
something just outside the range specified in your manual.

bfn

|)ave

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/

2427. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <373456f6$0$493@news.zetnet.co.uk>
Source record: 79096

On 8 May 1999 09:50:12 G, Stephen Barszczak wrote:
> >http://www.freecall-uk.com/join.htm
>
> I may just have a nosey at it mate if I get the time to do it.
> >
> >If you decide to get in on the act I would be grateful if you could
> >put my name in the final box of the reg. form (Referred by:)
>
> I will do that mate.

Be very careful! I would be grateful to hear from anyone who has actually been granted their free service because they've "recruited" 4 more people.

On the face of it, it looks like a pyramid scheme, i.e. you can't join unless you get 4 other people to join. But those 4 people must also get 4 other people...

And in the process, they've collected thousands/millions of e-mail addresses for spamming purposes.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

2428. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Fsmn0DARNFN3Ew$I@steverosie.demon.co.uk>
Source record: 79097

In article <7h1i06asa1@nnrp02.primenet.com>, Jim DeClercq
<jimd1@primenet.com> writes
>IMHO, Windoze 95 actually read the boot sector of the disk in the drive,
>for the first time ever. It was done to save the cost of disks in the
>floppy disk distribution of it, so that they could be formatted 82 tracks,
>10 sectors. AFAIK, there was no floppy distribution of Windoze 98, so that
>bit of logical behavior came back out. So, again, you have to feed the
>disk drive something the machine is programmed to expect, and it does
>not expect the number of FATs the Atari format might use, or one byte of
>the bootsector.
>

You can still use an extended format. I use DC format 3 to place a MS-
DOS boot info on the disks, so you can use disks with more than 9
sectors per track and 80 tracks!

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2429. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: sausages <sausages@tesco.net>
Message-ID: <7h1mo9$8m1$1@epos.tesco.net>
Source record: 79098

>as a DD drive, apparently): you need a controller upgrade too and TOS
2.06
>or higher (or MagiC).

not quite!, Magic will have a problem unless you have the TUS drivea prg
in the auto folder which by the way will let you use the HD drive with
anything from tos1.4 upwards
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2430. Re: HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: shammond@loop.com
Message-ID: <IcZY2.133$nq2.22327@news2.randori.com>
Source record: 79099

```
On 8 May 1999 04:25:15 G, John S. Gray wrote:
> And in a related query:
>
> Do any of the new 600 dpi lasers work with Calamus SL?
>
> JG
> .

John,

I have used an HP 4 with SL - worked fine at 600 dpi.

Steve Hammond
```

2431. Thing 1.27 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <JJfajCo.greg_evans@delphi.com>
Source record: 79100

I have a problemw ith Thing 1.27 and I can't find a consistent solution. The problem is some programs abort immediately at run time with the message: "Program ended with Basic error #-1". This can also happen while a program has been running for a while. The same programs work great with MagXDesk, Magic/ease and Geneva/Neodesk. The problems only occur running Thing. Does this sound familar to anyone? Sometimes changing program flags or unpacking a program helps, but the results are inconsistent.

Greg

2432. Re: ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37346AEB.74120461@cheta.net>
Source record: 79101
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

> I will sell or trade a working Black Box. If you like, I can package
> it
> as a bootable scsi subsystem with a 3.5" 600 or 120mb with five 16mb
> partitions stuffed with utils, languages, games, doses, etc etc.
>
>
>
>
> My wish list for hardware:
>
>
> CSS Mux (1 Master and 2 Slaves) I already own one but the mux cards
> got
> lost in a move.
>
> Percom AT series floppy drive
>
> Indus GT and CP/M board
>
> Trak floppy drive
>
> Atari 800 -w- 48k
>
> 1400xl series machines
>
> Corvus Multiplexer
>
> Corvus hard disk interface
>
> XE Game System (-w- keyboard)
>
> Turbo816 65C816 accellerator board
>
> Transkey pc keyboard interface.
>
> XF551 floppy drive
>
> Fine Tuned Engineering products
>
> Full-blown Radio Shack COCO 3 with floppy subsystem if not a hard disk
>
> too.
>

>
>
>
>
> Things I have for trade in addition to the black box are:
>
>
>
> 600xl, 800xl, 320k 130xe.
>
> Super Archiver 1050 with bitwriter
>
> SWP ATR8000 with 64k and Copower88 msdos board installed. Original
> disks
> and docs.
>
> SWP ATR8500 with 64k. This board is serial number 5 and is brand new.
>
> Original disks, docs, brochures, dealer acceptance letter, specs,
> addenda
> etc etc.
>
> one color and three monochrome monitors with sound.
>
> Rana 1000 disk drive - (believe it or not it still works perfectly. I
> was
> astonished)
>
> two 850 interfaces
>
> I.C.D. P:R: Connection
>
> MPP Microprint interface
>
> Stock 1050 in original packaging (package worse for the wear but
> recognizeable, tapeable).
>
> Atari Mega ST4 (4mb ram) with color and mono monitors, trackball,
> keyboard. Has built in real time clock
>
> I.C.D. 'Link II' scsi interface for ST series machines. Original
> docs,
> disks.
>
> Atari 1040STFM Stock. 720k internal FDD, one meg ram.
>
> MPP 1000 series 300 baud modems.
>
> one R-Time 8 (from fine tuned via CSS) I might let go of.
>

> one Basic XL I might let go of.
>
> various controllers
>
> various power supplies. I run my xl/xe machines from modified PC
> clone
> switching power supplies.
>
> various cables
>
> I am not 'getting out' of the Atari 8-bit , just hoping to get some
> new
> cool stuff to sus and play with. I still have my core systems which
> are
> not listed here. A 576k 130xe with three os switch board installed, a
>
> full-blown black box with floppy board and a 700mb hard disk,
> spartados X,
> RT8 cart, basicXE and XL, 1802 color monitor.
>
> Various and sundry non-atari-related computers and peripherals
> including:
> Laser128, Apple IIGS system (4mb), TI99/4a, Commie64 with drive and
> sw.
>
>
>
>
>
>
>
> --
> --
> Jeffrey S. Worley
> Technical Services
> Bits & Bytes Computer Services Inc.
> 1979b Hendersonville Road
> Asheville, NC 28803
> 828-684-8953
> Who is General Failure and why is he reading my hard disk?
> Technoid@cheta.net
> --
>

2433. Re: [MagiC] Appline, How to use?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7h1ptu$s4g$1@plutonium.compulink.co.uk>
Source record: 79102

Brian Roland <bjr@localink4.com> wrote in message
news:926111292.465.19@news.remarQ.com...
> Aloha,
> I'd like to install appline, but I can't read German :/
> It seems to be a pretty simple program no?
> How do I set it up?

There's an English release on my InterActive webpages....

--
Regards

Joe
http://www.cix.co.uk/~inactive/

2434. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7h1ptv$s4g$2@plutonium.compulink.co.uk>
Source record: 79103

> If you read the review in AC#12 it says:
While I can't guarantee the accuracy of the CT2 review I can say Shiuming Lai is in regular contact with Centek and takes pride in the accuracy of his articles.

Shiuming told me there has been some adverse publicity recently spread concerning alledged shortcomings in the CT2 and that people should check the latest web pages on the Systems Solutions webpages for the latest factual information at:

http://www.system-solutions.co.uk/cafe

--
Regards

Joe
joe@inactive.cix.co.uk

2435. Re: FPU on MegaST?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7h1ptv$s4g$3@plutonium.compulink.co.uk>
Source record: 79104

> > What apps are you hoping will benefit from the FPU?
> Hello Joe,
>
> I was hoping that maybe some archiving will be carried out quicker, but
maybe
> it wonï¿½t gain any speed increase from the presence of a FPU? And the
> conversion of images in eg. CAB?
Sadly, none of these will benefit from the presence of an FPU (unless
there's an archive utility I'm not aware of which utilitises the FPU.
Only programs which are specifically written to take advantage of an FPU, if
present, will benefit. Programs such as POV and DynaCADD and a few other
CAD, graphics packages are the most likely candidates.

> Anyway, I guess that the expansion slot you are talking about and the Mega
Bus
> is the same thing?
Yes.

> Are there other utilities that can be fitted in it? What
> about graphic cards? Whats the cost?
The other common use for the slot is for graphic cards (I'm not aware of any
other applications but there's bound to be a few). I've used quite a few
different graphics cards over the years including the Matrix MatScreen, MGE
II and Titan's Reflex cards. None of these are still in production but if
you can get hold of a Reflex card they offered the best VFM in my opinion.

> Oh, almost forgot, how much would your FPU-board cost?
Forget it :-)

--
Regards

Joe
joe@inactive.cix.co.uk

2436. For sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <FBFBFC.tF@cix.compulink.co.uk>
Source record: 79105

```
Suggested prices, all offers considered!
REPLY BY EMAIL ONLY
```

HARDWARE
Monitor Master (switch between Atari 2 monitors, say mono and colour with audio out socket, rare!) - £7.50

Monitor Swivel Stand (14" square, plastic, strong, will support large heavy monitor) - £7.50

Printer Stand (best for continuous paper feed printers, printer sits on top, automatically fed in and out paper trays underneath, neat looking, plastic and metal) - £5

Golden Image Hand Scanner, 100-400dpi, B&W and 3 grey levels, cartridge port interface, PSU and cables and *FREE* scanner tray for straight and easy scans, works superbly with Touch-Up, as new - £10

SOFTWARE
Lattice C v5.60 (the last version) £10

Protext v6.51 £10

Migraph Touch-Up v1.56 - £5

Timeworks Publisher ST v1.12 - £5

Migraph EasyDraw v2.35 *with* Supercharger v1.2 *and* Easytools, (a superb GEM drawing package) - £10

Tempus Editor v2.07 (with Empus fileselector patch) - £5

Superbase Professional v3.02 (still the best!) - £8

ST Doctor (very good disk utility accessory) - £3

Universal Item Selector 3 - £3

NeoDesk CLI v2.10 - £2

NeoDesk v4 release 005 - £5

Imagecopy v3.5 - £5

Textstyle - £2

Fontkit Plus v4.1 - £5

Signum 2 Laser drivers, font editor, accessories and fonts disks - £3

SDO Preview (preview pages in Signum 2) - £2

Headline (create headlines for Signum 2) - £2

Logistix v1.25 Lotus 1-2-3 type speadsheet, graphs etc - £3

Professional Virus Killer v2.0 - £2

K-Switch2 - £2

K-Roget Thesaurus accessory - £3

The Astronomy Lab - £2

Degas Elite v1.1 - £3

FAST ST BASIC v1.05c - £5

X-Debug C debugger v1.01 - £5

CodeHead Warp 9 software accelerator v3.75 (successor to QuickST) - £2

Furst's SMS2 object-oriented multitasking operating system, cartridge, disc,
additional Technical Reference Manual - £5

BOOKS
HiSoft's Modern Atari System Software - £7

The Atari Compendium (with errors corrected) - £7

Abacus Peeks and Pokes - £1

Abacus ST BASIC to C - £1

Z-80 Reference Guide, Alan Tully, £1

GAMES
Ocean Precious Metal Pack - £4
Super Hang-on
Captain Blood
Xenon
Arkanoid

Microprose Gunship - £2

Little Computer People - £2

Rainbird Starglider 2 - £2

All in good to new condition
Offers considered

Postage not included

REPLY BY EMAIL ONLY

Mark

--
|| Mark S Baines
|| Inver, Highlands, Scotland
|| http://www.stsd.demon.co.uk/linnhe.html

2437. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37347bb4288060@oden.se>
Source record: 79106

Hi Ekkehard,

on Fri 07-05-1999 23:06 Ekkehard Flessa wrote:

>RA>2: On a MagiC system you always need both BNET.APP and BNET.XFS
>RA>3: On a singleTOS system you only need BNET.APP, but must use it as
>RA>BNET.ACC
>
>and what about a MiNT system like my Milan? The xfs won't work here, I'm afraid
>:-(

Eventually it will work there as well, without any XFS. At present it already
works 'halfway'. This means that if you install it under MiNT+NAES the same
way as you do for singleTOS, then the other machines (not running MiNT) can
access the MiNT machine's drives via BNet. (I tested such a setup just now.)

The problem appears to be that the MiNT kernel prevents normal GEMDOS drivers
from being installed after MiNT, whereas BNET.APP/BNET.ACC is a GEM program
that has to be started after MiNT and GEM bootup.

That problem can be circumvented, but it will require some method similar to,
or even based on, my NetD API. This allows servers that need GEM multitask
timeshares to boot as TSRs (even under singleTOS).

>RA>Why just one ? If it was entirely due to BNet it should have bombed
>RA>both.
>
>I thought so, but that's not what I experienced. These Falcons are not entirely
>identical. Operating system and most Auto Folder programs are, but not memory,
>CPU speed and Screen Resolution Enhacement Hardware+Software.

I still don't see why it should bomb as described.
Is that problem fully repeatable ?

>RA>As discussed in other mail, I don't think that the LAN ports are safe
>RA>to use with current HSModem modules.
>
>I'll test it some more times, but I'm sitting far too long in front of these
>crt displays :-(

Who isn't ? ;-)

But seriously, don't waste too much time on the LAN ports at this stage,
because I really do think they need new driver modules to work properly.
I'll buy a LAN cable next week to experiment with this.

The max speed that anyone seems to have managed to use to actually transfer
any packets over those ports is only a little higher than Midi speed, and

Midi has a very reliable driver. Thus I suggest you use Midi instead.

This assumes that the Milan too has Midi, as all TOS machines should have.
If it doesnt, you can still use Midi between the Falcons, and Modem 2 from
one of the Falcons to Milan.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2438. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37347bb4288061@oden.se>
Source record: 79107

Hi Ekkehard,

on Fri 07-05-1999 23:08 Ekkehard Flessa wrote:

>RA>Yes, and I think a misunderstanding by the module author could be the
>RA>cause.
>
>Do You mean the serial.stx module or what?

No, I mean the HSModem module SCC.PRG, or rather the LAN sections of it.

>RA>he LAN port, after all, does not have any RTS output, it only has DTR
>RA>as the outgoing handshake line. But the incoming handshake line is
>RA>sent two ways, both to LCLK and to CTS. Ample room for
>RA>misunderstanding I guess...
>
>As Harun described in scc_x.txt, the HSMODA drivers will provide some kind of
>hardware handshake, using DTR as RTS output and the incoming status line as
>CTS.

So he says, but apparently that does not work right. I don't know why,
but I know that everyone who reports testing it has not gotten handshakes
to work.

>RA>Again, this is typical for missing handshaking. Mouse movement steals
>RA>CPU time from SCC interrupts, and without handshaking this leads to
>RA>buffer full errors.
>
>I've heard about some design error in the Falcon's layout, giving the mouse
>interrupt a higher priority than the interrupt from the LAN port. Don't know
>exactly, but that might be an explanation.

I'd call it an unwanted feature rather than an error. It is true that the
mouse has a fairly high interrupt priority, as it is handled by the same
MFP interrupt that handles keyboard events. This is because the keyboard
also contains the mouse interface. Thus mouse events _are_ keyboard events
in the sense that they must reach the main system in the same way.

For compatibility reasons this interrupt must function identically to how
it has on earlier machines. The MFP interrupt is at level 6, and the only
higher level is 7, which is reserved for RESET and NMI operations. That is
why SCC is at level 5, below the level of MFP interrupts.

NB: This is not specific to the Falcon, but is identical on MSTe/TT.
Also, this is not specific to LAN but identical for Modem 2 and
Serial 2, which latter uses exactly the same half of the SCC as
the LAN port does.

All in all, I see no hardware design reasons why LAN should not work
equally well as the other SCC ports.

>Downloding files via GSZRZ ZModem from a BBS (Modem attached to Modem 2 port)
>will also produce crc errors when moving the mouse around, so I suspect that
>the Falcon's interrupt handling is far from perfect :-(

That is true, nothing is perfect, but the 'mouse' effect on serial data is
also dependent on CPU speed, so it is lesser on a faster system. But the
main point under discussion here was that there is a marked difference in
error frequency between Modem 2 and LAN ports, even when used at similar
speeds.

>RA>or the buffers are extremely small (like the default size).
>
>I've set those to at least 4k or the like, should be sufficient for many
>packets. And yesterday I inreased those buffers to 16k, but with no effect.

Then the problem is not just one of lacking handshake, but something more,
and probably much more serious.

>RA>Was WebLight also running on the Milan ?
>
>of course, yes, as the Milan is the machine that is always in use and has
>enough power (and RAM, and harddisc space) to operate some programs in the
>background.

I assumed so, but needed confirmation of it.

>RA>No, that is definitely not acceptable. It appears to be a case of
>RA>interrupt overload of some kind. This conclusion is backed by the fact
>RA>that Falcon#1, using 2 ports, bombs much easier than Falcon#2, using
>RA>only one port.
>
>Well, there might also be some interference with the BNET stuff, which was also
>running (but not working) at that time. The final crash of Falcon #2 looked
>that way. I'll have to do even more testing to figure that out :-(

I'll accept that conclusion when you report error free WebLight operation
over LAN ports with BNet disabled. I'm fairly certain that such an attempt
will also end in bombs, however.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2439. Re: Frontier Editor on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37347bb4288062@oden.se>
Source record: 79108

Hi David,

on Sat 08-05-1999 07:54 David Bolt wrote:

>In article <3733a2b24682192@oden.se>, Ronald Andersson <dlanor@oden.se>
>writes
>>
----- snip ----- re: Frontier editor modified for 60G thrustors.
>
>Sounds similar to my ship :) ATM I've an Eagle Mk 1 with 8 missile
>pylons with 60 G thrusters (front and back) that I traded in a Panther
>for.

Oh, then you must also have an improved game editor, since the old one
I started with could not modify thrustors this way.

>While this is great for everyday usage, it's a pain when I meet 3,
>or more, similarly equipped pirates.

Eh ? Then your game editor must work differently from mine, because
with mine it is only the player who can get non-standard ships. The
pirates are limited to standard ones, which can not have such thrustors.

Is that editor available for download somewhere ?

----- snip ----- re: courier mission problems at Alpha Centauri
>
>Ah, but that's where the braking 'feature' comes in very useful. The
>combination of quick arrival, by wormhole if required, 20+ days to
>complete the mission, manually setting the speed to the max. (~200000
>km/s) and using the auto-pilot to do the fast slowdown is a good way of
>doing them.

Well, that doesn't really help in Alpha Centauri system, where you can pop
out of hyperspace some hundreds of AU from your goal. The speed limitation
(appx 2/3 of lightspeed) has a big effect here, and even the brake feature
doesn't help much then. At best (speed limit not reached) instant braking
can only shave off 30% from the time needed for any trip inside a system,
as compared to symmetrical braking by reversing full boost at mid-point.

Once, when I used all 'features' available (including 60G boost), it still
took me over three weeks to reach an inhabited planet.

I think this is an intentional trap so that the unwary will fail a mission,
because it is so close to our sun that it looks like an easy job for those
who have not been there before.

>However, I much prefer the passenger missions, especially those that
>offer 10000 credits, since I can take upto 30 days before they start
>complaining about taking too long.
>
There are some risks with a passenger that offers lots of money.
He could be an enemy spy hunted by the navy (Imp or Fed), and if
that is the navy you work for they won't like it if you help him.
Also, some guys will promise anything in advance, but when they
get to the destination they will stiff you and run off.

I prefer nuke bomb runs myself, and they pay up to 25000.
But it takes high military rank and elite rating to get these,
and courier work is inevitable when building up a new commander.

I have several, with different specialties. The one that consumes
the most real-time to play is a guy who doesn't use any autopilot,
so every landing, docking, and fight he's had have been manual.

----- snip ----- re: 60 G: speed_ratio == square_root(boost_ratio)
>
>That's something I didn't know. That explains why it doesn't make a
>great deal to the time it normally takes to dock. Still, it comes in
>useful when outrunning the damned Imperial Couriers :)

Yep, they can't match that boost. No way, no how !

----- snip ----- re: wormhole calculation
>
>I used to do it with a spare ST until I decided that would be quicker,
>and easier, to make a list of the wormholes for the systems I regularly
>visited. The last time it was updated I had only 27 wormholes listed, so
>it's probably about time I added a few more.

I also have a list for standard runs, but with the calculator it is a very
fast operation to find an optimized wormhole system between any two points,
since it can also handle multiple wormhole distances.

2440. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37347bb4288063@oden.se>
Source record: 79109

Hi Didier,

on Sat 08-05-1999 08:10 Didier MEQUIGNON wrote:

>On 8 May 1999 01:37:43 G, Ronald Andersson wrote:
>>On Fri, 07 May 1999, Ken Macdonald wrote:

----- snip ----- re: CT2B hardware compatibility (no Nemesis, no NOVA ?)
>
>CT2B raises speed of all relevant circuits to 50 MHz, including CPU,
>FPU, DSP, Videl.
>
>And IDE disk (this acceleration causes problems with old IDE disks).

I've had no problem with that (guess my disk isn't old enough :-) ,
but I suppose that is why we can configure the CT2B NVRAM to add IDE
waitstates, and also why Cecile has selectable IDE access speeds.

Used correctly, these settings should solve most problems,
and then IDE access is still faster than on normal Falcons.

----- snip ----- re: unique CT2B design => CPU speed == bus speed == 50 MHz
>
>That's rights, on your Falcon acces to fast-ram is 6X more fast, and 2X more
>fast on ST-ram. On ST-ram, CT2 use wait states so 32Mhz is maybe an average
>speed...

Maybe, but it is still much faster than a 32 MHz TT. (I have one, so I know.)

>>As for NOVA, I have no idea. What do you need it for ?
>
>Only for an AB040 ;-) because acces to ST-ram are more fast on a normal
>FALCON.

What ?!? And why ? (ST-RAM decelerator... :-)

----- snip ----- re: hardware patch for DSP interrupts with CT2B
>>
>>The shematics of that patch are available on the net, with docs.
>>(Sorry, I don't remember the URL right now.)
>
>Maybe this URL ;-) (with a little doc):
>http://perso.wanadoo.fr/didierm/files/interdsp.zip

Ah yes, that was it.

>>My CT2B unit needs more cooling than provided by the on-board fan,
>

>Original CT2 CPU-cooler is noisy.

Yep, but the one I had to add to also cool the ispLSI chips is even
noisier, and both are definitely needed I'm afraid. Hopefully this
will be less of a problem when I eventually 'towerize' my Falcon.
But I'll endure even the present noise level to get this speed.

>CT2 is a very good card :-)) I havn't changed my softs and configs.
>Thanks to Centek.

I agree with the first, though I have to add that I did find some
modifications of boot setups necessary. That was no more than I
had expected from the start though.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2441. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37347bb4288064@oden.se>
Source record: 79110

on Sat 08-05-1999 10:13 Jos den Bekker wrote:

>on Sat 08-05-1999 05:21 Ronald Andersson wrote:
>
----- snip ----- re: 'corrupted index' messages in OKami news importing
>
>You never told me, Ronald. It's a weird problem you're having.

As you know I haven't been using OKami very long, and I didn't want to
report as errors something that could be due to my own newbie mistakes.
Now I do feel confident that something else has caused the errors, and
as it does match (partly at least) the problems others had, I felt the
time was ripe to mention it.

>It is impossible for oimport to create wrong index files, unless, of
>course, it crashed while importing. So those index files must already have
>existed, maybe with zero content, which was possible with older
>versions, but is impossible now. Look in the log file and you see
>exactly what is wrong with the index file. Run "ofind --Repi group" to
>repair the index. Run "ofind --Dbfchk group" first to see if the DBf
>is OK.

Ok, I will. But before doing either I took a quick look into the folder
for one of the affected groups (one named simply "alt.atari"). In the
news\alt\ folder I find three files related to this group:

atari.tix == 0 bytes
atari.dbf == 0 bytes
atari.idx == 56 bytes

Some quick peeks in other folders show that lots of groups follow exactly
the same pattern (tix == 0, dbf ==, idx == 56).

I will now do the tests you said, but for safety I will first save this
post, and continue its editing after the tests.

----- some tests later -----

ofind --Dbfchk alt.atari gave no feedback text at all
ofind --Repi alt.atari gave no feedback text at all

Inspecting the files 'manually' again I find that they seem identical.

Now I just have to wait until the next crosspost to alt.atari to see
if those commands make any difference. Since I can see no change at
all in the files, I'm afraid I have to doubt that.

>>This could mean that there is some routine in OKami 2 that Jos forgot to
>>update, so that it still creates IDX files using the old format. If so,
>>then it should be very easy to fix.
>
>Impossible. The structures for the header of the index file and the
>index entries are defined in one header file (of course!) which is
>used by all modules.
>
That sounds to me as it should be, so then we must find some other cause
for the error.

Now, as I see it the problem always occurs when importing news, and that
makes me suspect oimport.ttp rather than OKami itself. The oimport.ttp
is a rather large program, so I suppose it consists of several linked
modules, and I note that Pure_C was used to develop it.

Hmmm. Some Pure_C shells do not allow fully flexible dependencies to be
defined, so that updating a '.H' file does not necessarily enforce the
recompilation of all modules that use it at the next 'make'. Instead
the programmer must remember to compile each affected module, or to use
some 'make all' command rather than just 'make'.

I have used such shells myself, and sometimes I have forgotten to do this
for one affected module, leading to situations where one module uses old
structures while all the others use new ones. If that module is only called
for some rare special cases, the problem would remain hidden until such a
special case occurs.

Is it possible that something like this could have happened to 'oimport' ?

Dupe crossposts to previously non-existent groups does sound like a pretty
'special' case to me, as it would only happen occasionally, and not at all
to someone who had used those groups previously, before converting to the
new format.

2442. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3734891c337dc91@smok.krakus.top.pl>
Source record: 79111

On Sat 08-05-1999 07:53 (+0200) Gordy wrote:

>The top part of the dialog box where it says FROM: has something like
>FROM:zetnet-a(Gordy) on it.What I used to do before was click on login
>from the menu then have type in my login name and the problem would be
>solved but the login does not work anymore.

On my MEGA STE4 with TOS 2.06 I can change my login as many times as I
need. Maybe it is a problem with MagiC?

>I have tried disabling PASSWD file changed O.INF for single user but them
>Okami will only import messages for tesla1 and none from any of the
>mailing lists.Is there a way for all E-mail messages whether from mailing
>lists or to me personally be imported into Okami into my own mail group?

Do you use ALIAS file with your POPWATCH.PRG?
Create this ALIAS file with only one line:

* tesla1

All incoming mail will be saved by POPWATCH as a mail for tesla1.
This should solve this (particular) problem.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2443. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37348567$0$494@news.zetnet.co.uk>
Source record: 79112

On 8 May 1999 09:50:12 G, Stephen Barszczak wrote:

>>Freecall-UK are offering free phone connection to the internet (0800-)
>>in return for permission to send selected advertising material to your
>>Inbox. This sounds a bit like BT's recent initiative to give free
>>voice calls if you don't mind being interrupted by the occasional
>>commercial.
>
>I sduppose you could set up the killfile to delete it all as it came
>in couldn't you?

Yes, provided you could find something unique in the headers of the
'commercials'.

>do they connect you free to your provider that you have allready, or
>is this another internet provider in its own right?

Yes, I think this is the technique although I can't check the thing
out until I have enough 'References' to get my freecall number and
password. Certainly, their homepage does not mention how many mail
addresses you can have or how much web-space they offer so I guess
they are not actually an ISP but just a connection-rerouter.

>>http://www.freecall-uk.com/join.htm
>
>I may just have a nosey at it mate if I get the time to do it.
>>
>>If you decide to get in on the act I would be grateful if you could
>>put my name in the final box of the reg. form (Referred by:)
>
>I will do that mate.

Ta! If I manage to get enough 'References' to get a look into this
site I will be able to give a better opinion as to whether it's
something everybody should go for.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2444. Re: Atari ST to VGA monitor cable

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <373487b5$0$494@news.zetnet.co.uk>
Source record: 79113

On 8 May 1999 13:36:22 , Ian Numan wrote:
>I have already made an Atari ST to VGA cable with the details I found at:
>http://tyndale.apana.org.au/~colbee/ATARIVGA.HTM
>
>This cable works fine (high res mono), but then I found some more details at:
>http://www.multimania.com/bales/text/st2vga.txt
>
>Both cables use exactly the same wiring details, except the one at multimedia.com
>uses a 4K7 resistor on the Atari pin 11 (mono out).
>
>The cable I made does not have this resistor.
>What is this for?
>Will I damage my Atari ST or VGA monitor if I keep on using my cable which doesn't
>have a 4K7 resistor on pin 11?

The Atari monitor outputs are a bit hot....if you use the RGB either you
need a fairly forgiving monitor (Phillips 8833's are) or some resistance
(not a lot though)....people who have doen that tend to put resistors in
their mono VGA adpators, but it isn't important, you'll just have to turn
down the brightness a bit as it will drive them all just as hard....I've
built loads without resistors and no complaints yet....

chrisc
Abingdon Synthesis Projects....

2445. Re: For sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <373488af$0$494@news.zetnet.co.uk>
Source record: 79114

On 8 May 1999 17:04:24 , "Mark Baines" wrote:
*S*N*I*P*

>Furst's SMS2 object-oriented multitasking operating system, cartridge, disc,
>additional Technical Reference Manual - £5
>

I want this :-))

2446. Re: Frontier Editor on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <2Do4PBAWiKN3Ewr7@my-ste.demon.co.uk>
Source record: 79115

In article <37347bb4288062@oden.se>, Ronald Andersson <dlanor@oden.se>
writes
>Hi David,
>
>on Sat 08-05-1999 07:54 David Bolt wrote:
>
>>In article <3733a2b24682192@oden.se>, Ronald Andersson <dlanor@oden.se>
>>writes
>>>
>----- snip ----- re: Frontier editor modified for 60G thrustors.
>>
>>Sounds similar to my ship :) ATM I've an Eagle Mk 1 with 8 missile
>>pylons with 60 G thrusters (front and back) that I traded in a Panther
>>for.
>
>Oh, then you must also have an improved game editor, since the old one
>I started with could not modify thrustors this way.

I didn't use a game editor for this one, I modified the program code for
this one. The info was taken from a cheat for the PC version, which
modified a Panther to give a huge cargo space and upgraded the forward
thrusters somewhat. I just did a bit of searching and made the list up
for all of the available ships.

>>While this is great for everyday usage, it's a pain when I meet 3,
>>or more, similarly equipped pirates.
>
>Eh ? Then your game editor must work differently from mine, because
>with mine it is only the player who can get non-standard ships. The
>pirates are limited to standard ones, which can not have such thrustors.
>
>Is that editor available for download somewhere ?

No, see above.

>----- snip ----- re: courier mission problems at Alpha Centauri
>>
>>Ah, but that's where the braking 'feature' comes in very useful. The
>>combination of quick arrival, by wormhole if required, 20+ days to
>>complete the mission, manually setting the speed to the max. (~200000
>>km/s) and using the auto-pilot to do the fast slowdown is a good way of
>>doing them.
>
>Well, that doesn't really help in Alpha Centauri system, where you can pop
>out of hyperspace some hundreds of AU from your goal. The speed limitation

>(appx 2/3 of lightspeed) has a big effect here, and even the brake feature
>doesn't help much then. At best (speed limit not reached) instant braking
>can only shave off 30% from the time needed for any trip inside a system,
>as compared to symmetrical braking by reversing full boost at mid-point.
>
>Once, when I used all 'features' available (including 60G boost), it still
>took me over three weeks to reach an inhabited planet.

That's why I only use the autopilot to set the direction to wherever I
want to get to and for the docking. I manually set the speed to get
there as fast as I can.

>I think this is an intentional trap so that the unwary will fail a mission,
>because it is so close to our sun that it looks like an easy job for those
>who have not been there before.

Probably, I fell for it as well. Mind you, I found a quick way of doing
these sort of missions.

First, collect several to one system and a few others to other systems.

Make sure you've got a lot of fuel and then jump to the system with the
most deliveries.

Once in the system, set the next destination system as one with some of
the other deliveries after setting the autopilot to get to a space
station.

Once you arrive at the station, dock and leave straight away. Keep an
eye on the deliveries and, as soon as the last one is paid for, do the
hyperspace jump.

If you time it right, the deliveries for the system you just arrived in
will continue to be removed.

One thing to note is that I've not yet managed to do this using
wormholes, so a big drive and small ship are a great advantage here.

>>However, I much prefer the passenger missions, especially those that
>>offer 10000 credits, since I can take upto 30 days before they start
>>complaining about taking too long.
>>
>There are some risks with a passenger that offers lots of money.
>He could be an enemy spy hunted by the navy (Imp or Fed), and if
>that is the navy you work for they won't like it if you help him.
>Also, some guys will promise anything in advance, but when they
>get to the destination they will stiff you and run off.

Ah, ask for half of the fee first. If they refuse, don't take them. If
they do pay some, they'll pay the rest.

>I prefer nuke bomb runs myself, and they pay up to 25000.
>But it takes high military rank and elite rating to get these,
>and courier work is inevitable when building up a new commander.

I know, I'm slowly building my commander up. It doesn't half take it's
time when you get to the higher ratings/rankings.

>I have several, with different specialties. The one that consumes
>the most real-time to play is a guy who doesn't use any autopilot,
>so every landing, docking, and fight he's had have been manual.

I tried something like that and, after repeated crashes, gave up on it.
Mind you, I wasn't that experienced with it so it's not too much of a
surprise. I might have another go with one like that, just to see if my
piloting skills have improved. Doubt it though...

>----- snip ----- re: 60 G: speed_ratio == square_root(boost_ratio)
>>
>>That's something I didn't know. That explains why it doesn't make a
>>great deal to the time it normally takes to dock. Still, it comes in
>>useful when outrunning the damned Imperial Couriers :)
>
>Yep, they can't match that boost. No way, no how !

They're the worst ones I've met. All the others seem to be much less
accurate with their weapons and easier to fight off.

>----- snip ----- re: wormhole calculation
>>
>>I used to do it with a spare ST until I decided that would be quicker,
>>and easier, to make a list of the wormholes for the systems I regularly
>>visited. The last time it was updated I had only 27 wormholes listed, so
>>it's probably about time I added a few more.
>
>I also have a list for standard runs, but with the calculator it is a very
>fast operation to find an optimized wormhole system between any two points,
>since it can also handle multiple wormhole distances.

Now I've not had to do multiple wormhole jumps yet, but then again I've
not travelled more than ~75 light years from Sol. The only exception of
searching out the colony ~256 sectors from Sol.

--
David Bolt

2447. Re: Hotmail Account

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <NdomKWA8CLN3IwlV@freeserve.co.uk>
Source record: 79116

```
In article <37309a59$0$497@news.zetnet.co.uk>, James Smith
<jimsmith@zetnet.co.uk> writes
>Hi,
>
>Anyone else having problems getting to their mailbox since Hotmail
>'improved their security' by adding a cookies requirement to the site ?
>I cannot read my mail no matter which CAB OVL I use (Dan's or Olivier's)
>or by changing the settings in CAB itself ! (My COOKIES.DAT file always
>shows zero bytes.)

DYN that without the cookies ANYONE could have got into your mail?

--
Clair Shaw | aka. CDS |mailto:Clair@Shaw1.freeserve.co.uk
-------------------------------------------------------------------------
/|\ | http://surf.to/shaws| ANTI SPAM! Change reply-to address
-------------------------------------------------------------------------
.oO@ If you know me, and I should know you, let me know (I lost my info) @Oo.
```

2448. CDSdraw

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <Et0kGZAPILN3Iwnf@freeserve.co.uk>
Source record: 79117

```
As the sig says, I lost all my email addresses. If you have registered
CDSdraw, or if you're a betatester, then please let me know. Otherwise
you won't get the software and your registration will be LOST
--
Clair Shaw | aka. CDS |mailto:Clair@Shaw1.freeserve.co.uk
-------------------------------------------------------------------------
/|\ | http://surf.to/shaws| ANTI SPAM! Change reply-to address
-------------------------------------------------------------------------
.oO@ If you know me, and I should know you, let me know (I lost my info) @Oo.
```

2449. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926202427.18104.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 79118

sausages wrote in message <7h1mo9$8m1$1@epos.tesco.net>...

>>as a DD drive, apparently): you need a controller upgrade too and TOS
>2.06
>>or higher (or MagiC).
>
>not quite!, Magic will have a problem unless you have the TUS drivea prg
>in the auto folder which by the way will let you use the HD drive with
>anything from tos1.4 upwards

Ah. Now that's handy to know: I knew about the patch program but hadn't
realised it allowed you to use HD discs in TOS earlier than 2.06. Presumably
you can't format them without a separate formatter, though. Upgrading to an
HD drive has been on my list of potential upgrades for my STE for a while...

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2450. Re: HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905081850.a33778@su2.maus.de>
Source record: 79119

JSG>Do any of the new 600 dpi lasers work with Calamus SL?
The HP LJ 5 L does!

2451. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905081732.a37452@wun.maus.de>
Source record: 79120

Hallo !

S>I can't get my copy of this to work. Is it compatible with 14mb Falcons?

Of course it is. You haven't even got to to do a "clean boot" as recommended with a 4meg machine.
I've got the original (bought it in Neuss last year), and that one works well on both of my Falcons. #1 is equipped with 14MB, Screenblaster, MagiC & some more stuff, and I can simply start it from my normal desktop. #2 is equipped with 4+8MB, Screen Wonder PRO and the usual stuff as on #1, and Running will also run from my normal desktop. No problems at all, until it comes to leaving the game again. Then, MagiC will report a damaged memory block. Recovery is possible, but the mouse pointer will remain hidden and the system will be unstable. But that's only _after_ some hours of gameplay :-)

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2452. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905081853.a37453@wun.maus.de>
Source record: 79121

Hallo Vassilis!

VP>I don't know what's happening with the LAN ports, but I never managed
VP>to get anything useful above 38400 bps. Even at this speed the
VP>connection is not exactly reliable.

That's what I had to learn, too. :-((

VP>Have you tried without screen blaster ?

I did it right now, and that way it will no longer block the system. But it
won't work properly either, as I now have on both Falcons the BNET folders
representing the other system's drives, but neither of these can be opened.
"u:\bnetwork\FALCON2>cd Cx\" in the mupfel reports "Folder Cx\ not found",
although ls will show all of these folders.

VP>Normally you should be able to access the remote drives' contents, but
VP>if your connection is not working properly (see above), then I'm
VP>afraid you can't.

There are some (few) lost packets, but in general the STinG network is
operational.

VP>Please try your link first, not with ping, but using any client/server
VP>eg WebLight and CAB or FTP Server and aFTP or whatever, and post your
VP>results.

I did that this afternoon, having weblight installed on Falcon #1, the dns on
the Milan and CAB 2.7e on Falcon #2. CAB will read HTML files & graphics from
the other machine without problems. The transfer rate is around 2000 to 3500cps
on the 38k4 LAN connection, depending on the amount of dropped packets.
The Dialer's statistics window indicates 28163 bytes sent, 247665 bytes
received, 4 packets dropped. Total datagrams 1059, TCP: 41 dropped.
The MTU is set to 4096, for the LAN ports, but 1500 for Modem 2 on Falcon #1.
Thus, the MTU size used is 1500.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2453. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905081956.a37456@wun.maus.de>
Source record: 79122

Hallo Gary!

GS>I would like to install slip/ppp software on my Atari ST so I
GS>can (through a null modem cable) hook it up to a unix server and
GS>connect it to the net.

STinG should do that. If you can't get that on a disk, you could try and use a terminal program on both the ST and the PC in order to transfer the files via ZModem, using the null modem cable.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2454. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905081921.a37455@wun.maus.de>
Source record: 79123

Hallo Brian!

let's see...

BR>WBDAMEN.PRG
Write back demon (harddisk caching program)

BR>ADDMEM.PRG
?

BR>HARDCOPY.PRG
?

BR>MAGXB032.PRG
Alternative to MAGXBOOT.PRG. Will be needed if memory protection for the MagiC
OS Area is activated using MAGTOROM.PRG by Uwe Seimet. 68030 only.

BR>ROMDRVR.PRG
?

BR>CRASHDMP.TOS
That's got to be some debugging tool.

BR>LIMITMEM.TTP
You can use this program to patch "Schweineprogramme" like 1st Word Plus in
order to prevent them from grabbing all the memory available.

BR>MEMEXAM.TTP
Another debugging tool.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2455. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3733895414120f0@smok.krakus.top.pl>
Source record: 79149

On Thu 06-05-1999 09:08 (+0200) Nicholas Bales wrote:

>Well, I'm still struggling with Okami. I upgraded to v2.0, and ran the
>CONVERT.TOS program, and it did work the first couple of times. The
>problem is that now, whenever I try to read email or a newsgroup, I get
>a "Faulty IDX file". It tries to correct it, then displays all the
>messages, each time I go back I get the same message.

Are you sure you use the last version of Okami?
I encountered the same problem with the version dated March 17-th, but
it was fixed soon.
Check the lenght of the files:

O.PRG 283838
O.RSC 25050
OEXPIRE.TTP 77782
OEXPORT.TTP 92680
OFIND.TTP 109282
OIMPORT.TTP 94518
CONVERT.TOS 34012

Then move faulty IDX file into a save place and start OFIND.TTP with a
parameter:
--Repi name.of.the.faulty.group

The index file will be rebuilded from a DBF file.
If this didn't solve a problem, send your log files to Jos - I am sure
he will help you.

--
Greetings from Okami Newsreader user.
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2456. Re: atari for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <926121677.29664.0.nnrp-11.c1ed70d1@news.demon.co.uk>
Source record: 79150

I may have to sell my Atari computers etc
4 meg ste 270 meg hdd magic5 cab4 loads games 70+ st magazines tons of
boxed games 150+cover disks vidi st and vidi rgb 33600modem and st upgrade
for fast
net access
mega2 mono monitor(i use on web with ste)
atari xl 8 bit 2 floppy drives few games prog and editor carts
atari 520 st doublesided dd
printer dot matrix

i am in n. ireland
no hurry but if intrested email me at lewis@freezone.co.uk
this is an atari goldmine
all the best
lewis

2457. re: atari for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: lewis <lewis@lewislewis.demon.co.uk>
Message-ID: <926122070.29840.0.nnrp-11.c1ed70d1@news.demon.co.uk>
Source record: 79151

I may have to sell my Atari computers etc
4 meg ste 270 meg hdd magic5 cab4 70+ st magazines tons of boxed
games
150+cover disks vidi st and vidi rgb 33600modem and st upgrade
for fast net access

mega2 computer and mono monitor(i use on web with ste)
atari xl 8 bit 2 floppy drives few games prog and editor carts & books
atari 520 st doublesided dd
printer dot matrix

i am in n. ireland
no hurry but if intrested email me at lewis@freezone.co.uk
this is an atari goldmine
all the best
lewis

2458. 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990507203409.14031.00000598@ng69.aol.com>
Source record: 79152

hi,
are STs 8 mhz or 16?
james.

2459. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <RhjynCACZ4M3Ewly@steverosie.demon.co.uk>
Source record: 79153

In article <7gvtb7$1ck_002@zonnetje.NL.net>, Gary Stollman
<garys@monster.org> writes
>Hi,
>
>I would like to install slip/ppp software on my Atari ST so I can
>(through a null modem cable) hook it up to a unix server and
>connect it to the net. I have a problem though: I see no way to get
>the data from my PC to the Atari... What I always did with Win 95 was
>re-use Atari disks, as I never managed to have the Atari read disks I
>formatted on the PC. But WIndows 98 does not seem to be able to
>read Atari disks anymore, it shows the file names as garbage.
>
>What can I do, please help !
>

If you format a 720k disk as a 720k disk on your pc, you'll be able to
read and write to that disk with your Atari. That is what I do for small
files under Windoze '98;)

--
Cheers! for now
Steve <><
The Fuji Bounces Back

The Atari ST Software exchange: asx.atari.org
Email: asx@atari.org

The former L.A.P.D. & Steve's PD libraries NOW called LaST PD: lastpd.atari.org
Email: lastpd@atari.org

Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2460. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733a2b24682190@oden.se>
Source record: 79154

Hi Brian,

----- snip ----- re: some 'old business'

on Fri 07-05-1999 06:07 Brain Roland wrote:

>Since plugging in the MIDI.PRG drivers for DRIVIN.PRG, I wonder optimal
>values to set for the driver. It is currently set 256/256, or whatever
>the default value in the package was. I use a MTU of 1500. It works
>fine, but I just wonder if some other setting might not be more 'optimal'.

It would indeed. The only reason reception buffers of 256 bytes can work
at all is that Midi does not use extreme speeds, and that TCP protocol
itself ensures retransmission of dropped packets. Even so you probably
don't get very good efficiency for intense traffic, and especially not if
other tasks load the CPU.

I myself use a reception buffer of 16384 for reception and 4096 for the
transmit buffer. For any line without handshaking, the reception buffer
should be at least as big as RCV_WND, since that is the flow control
limit of TCP. But as many TCP connections can be active at the same time,
it is best to make the reception buffer somewhat larger.

>Oh, and one last couriosity...
>Is it possible to set up a gateway from the internet to machines on my
>LAN that aren't connected via the modem.

Olivier Booklage has written a so-called gate server which can pass any
TCP or UDP traffic that reaches the modem machine to some other machine.
Which machine that will be can be set for each TCP and UDP port number.
This server is based on my NetD API, so you will need that as well.

>I.E. I use the Falcon to dial
>in, and can have users connect to the falcon via the dynamic IP that is
>issued (and masked of course to whatever I'd set) at dial up. My ISP
>also gives a valid dns for that assigned IP, alla user091.localink4.com
>which can be used to attach to my falcon...but what if I wanna pipe it
>off to the Mega on down the LAN? I.E. run ftp_server on both machines,

Uh-uh, no go I'm afraid. Suppose we get an FTP request addressed to the
dynamic IP and the standard TCP port for FTP. There is no more address
information available, to also allow selection of which local machine to
use. Therefore all such requests must either reach the modem machine,
or be passed to another machine by the gate server. There is no way to
distribute some of the requests to one machine and other requests to
another. The same naturally applies for other protocols, although the
gate server does allow different local machines to be used for different

protocols, but only one machine for each protocol.

There is a way around this limitation, but then the client used to access
the servers must be able to use non-standard ports. (Most should be.)
More on this follows further below.

>and get at either one from my job at school? Well...yeah, I know I could
>just pop symbolic links in the valid ftp path and pull them across with
>BNET,

In fact you can do it other ways too. For instance, you can define the FTP
path on the machine running FTP Server to be U:\ (with password of course),
and then access BNet through the link on U:\. I myself do almost that,
except that I use V:\, which is a BetaDOS cluster drive (similar to U:).
That is because I can then do things exactly the same way under singleTOS.
In either case you don't have to create any new links yourself, since these
links are created automatically at boot of the filesystems for U: or V:.

>but I'm thinking further down the line...like when someone comes
>up with a way to telnet into a shell and actually run some things on the
>Falcon remotely.

That would require something like the gate server, but it would still only
allow one machine to be reached for a given standard protocol port.

But of course, you _can_ use nonstandard ports too, as long as the client
software to be used also allows this. Then you can have one FTP server
on each machine, and tell the gate server to listen to different TCP ports
for each of those machines, and to pass the traffic along to the standard
FTP port of each machine. So the FTP servers do not have to be reconfigured,
and listen only to the standard port. Only the gate server and the client
are aware that the nonstandard ports are being used.

>Oh...one last last thing to point out (promise, this 'really' is the
>last).
>
----- snip ----- re: problems with MagiC file selector and BNet.

Well, as I said in a private mail on this subject, I think that this is
really more indicative of how bad the MagiC file selector is. On all my
systems it has always had various odd problems. Even if BNet or STinG
and any extra filesystems are not present. There are still lots of
stuff that it simply doesnt work with.

Any alternative file selector would be better. I myself use Freedom2,
and with this I never see the problem you described. I have passed
the info to Vassili, so he can look for something that could cause it.
But even if he does and fixes it, I still recommend another selector,
because the one in MagiC has never worked properly for me.

----- snip ----- re: creation of symlinks on remote drives

Implementation of symbolic links on added filesystems is optional,
not mandatory, so this is not a bug. The BNet protocol may be

extended later to allow this sort of command to be sent to the
remote drives, but at present links will have to be created locally.

Access to linked items through BNet naturally does work already,
since this allows the link to be resolved on the machine where it
resides. It is only direct access to the link itself that is not
implemented.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2461. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733a2b24682191@oden.se>
Source record: 79155

on Fri 07-05-1999 13:01 Martin-Eric Racine wrote:

>> As discussed in other mail, I don't think that the LAN ports are safe to
>> use with current HSModem modules. I suggest you try over Midi instead.
>
>Hi Ronald,
>
>I seem to have missed that part. Can you explain why LAN isn't good?

Hi 'Q',

There's probably nothing wrong with the hardware of the LAN port.

But all who have reported trying to use it describe strange symptoms
leading to total system overload, even when the port is not set to some
very high speed. And all reports also agree that handshaking on this
port does not work, so that data transfers suffer lots of errors.

All of this indicates that the LAN sections of SCC.PRG are bugged and
in bad need of debugging or rewrite.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2462. Re: Frontier Editor on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733a2b24682192@oden.se>
Source record: 79156

on Fri 07-05-1999 12:35 AJColson@go.com wrote:

>For those of you that have frontier Elite II, I can provide you with a save
>game editor and a program that allows you to find out wormholes. Reply to my
>e- mail AJColson@go.com so I can simply attach the programs and send them to
>you.

Well, I'm not sure I want the programs yet, since I already have some, and
I prefer to disuss the matter here (in case others are interested too).
Is your game editor something new, or the same 'Pompey Pirates' editor
that I have ?

If it is the same, then you may be interested in a modification that I made
(after disassembly), which allows installation of 60 G thrustors.

I still wouldn't advice accepting any courier missions to Alpha Centauri,
because there your hyperspace exit is just too damn far from the inhabited
planets. But for most other purposes 60 G thrustors make a big difference,
though its effect is still limited by the natural laws for such things.

To be precise, with symmetric front and aft thrustors, and not using any
braking cheats, t = square_root(x/a) where x is total distance, t is total
time, and a is acceleration. So 60G is twice as fast as 15 G...

As for wormhole calculation, I think this is best done on a programmable
calculator, so it can be done while playing the game. I myself use an
HP48G calculator for this.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2463. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733a2b24682193@oden.se>
Source record: 79157

Hi Ken,

On Fri, 07 May 1999, Ken Macdonald wrote:
>Ronald Andersson wrote:

----- snip ----- re: Doom clone speed on CT2B-Falcon

>ronald
>this is one time too many you mention the CT2! :-)

I understand your reaction. The CT2B speed is impressive, especially
after the disappointment most Falcon owners have had, in discovering
how much Videl slows down the CPU at high or colour-rich resolutions.

>please tell me how it is to install (did you do it?)

Yes, I did do it myself, but I can't recommend it for everyone.

The installation requires cutting some PCB traces, as well as
cutting some pins and desoldering others. Some of these changes
make it impossible to 'go back' to original state without getting
replacement circuits. Also, some mistakes may make it impossible
to complete the installation. This could make the Falcon useless.

CT2B installation should only be done by someone who is really
confident in his/her ability to complete the job properly.

>do you have the max ram?

No, I only have 32 MB of FastRAM, whereas the current maximum is
128 MB IIRC (could be 256 MB, I'm not certain). The CT2B needs
an EDO SIMM, which can be ordered from Centek (or elsewhere).

>what hardware is it compatible with (i.e. nemesis, NOVA,...)

AFAIK Nemesis is an accelerator, so that is out. You have to choose
one or the other, and CT2B is definitely faster. CT2B raises speed
of all relevant circuits to 50 MHz, including CPU, FPU, DSP, Videl.

Whereas most other Falcon accelerators are limited to 40 & 20 MHz for
CPU and bus respectively, CT2B is alone in having accomplished 50 MHz
for _both_. No other accelerator is meaningful to use with CT2B, as
they are all slower and less efficient. Also, since a 68030 CPU is
used there is no problem with CPU incompatibilities such as has been
the case for accelerators based on newer processors.

As for NOVA, I have no idea. What do you need it for ?

I should add that there are some problems I've seen with CT2B:

It is dependent on a specific usage for PMMU mapping, making most
PMMU-manipulating programs incompatible, such as MAGTOROM, VRAM,
OUTSIDE etc. Most such stuff is for virtual RAM, however, and
with a large FastRAM SIMM installed they are no longer needed.

The boot mode used to enable FastRAM access installs a PMMU map that
is not fully compliant with Atari specs, in that the address range
$FFxxxxxx is not fully equivalent to $00xxxxxx. This gave me some
problems, but I have a way of activating FastRAM in one of the other
bootmodes, so I use this instead.

The interrupt acknowledge signal of the DSP does not 'reach' the CPU
on the CT2B board. A software patch exists to simulate acknowledge
behaviour at (seemingly) 'spurious interrupt', but later I plan to
install a hardware patch so that the real signal 'gets through'.
The shematics of that patch are available on the net, with docs.
(Sorry, I don't remember the URL right now.)

My CT2B unit needs more cooling than provided by the on-board fan,
even though I also still have the original Falcon fan installed.
I now use a third fan, which is a bit awkward, but this problem
will be less trouble if a 'tower' is used to house the falcon.
(I use it in its original STe-like cover.)

So that was the 'downside' of having a CT2B.

The speed is what compensates for those problems of course and
the fact remains that no other accelerator can achieve the same
Falcon speed at present.

Yoy can find lots more information on Centek's own homepage,
at the URL "http://GARFIELD.SITECONSEIL.COM/centek/english/index.htm"

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2464. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733a2b24682194@oden.se>
Source record: 79158

Hi Mike,

on Fri 07-05-1999 18:31 Mike Borsley wrote:

>On 7 May 1999 04:42:37 G, Ronald Andersson wrote:
>>
>>Do you mean that you would be powering the hard drive this way ? Why ?
>>Doesn't your MSTe already have a power connector for a hard drive ?
>
> Yes it does.

Ok. Then I assume you simply meant the +5V supply for the 74HC280 chip,
correct ?

> I was thinking of picking up the 5v supply from the 30 pin

If you mean to do this simply to drive the 74HC280, then that is perfectly
all right, of course.

> connector that plugs into the mother board, once I've determined
> the pin no's. If anyone knows the ID for these it would be helpful.

Vcc (+5V) is available on three pins, for minimum contact resistance, these
being pins 26, 28, 30. Ground is likewise available on three adjacent pins,
these being pins 25, 27, 29.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2465. Re: Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: atari@bright.net
Message-ID: <7h04uj$5jh$1@cletus.bright.net>
Source record: 79159

On 7 May 1999 17:37:26 +, "Joe Connor" wrote:
>Hi y'all,
>
>I recently sent out around 40 copies and was hoping for some feedback. Did
>anyone actually get one yet?
>(Most of them were to US and Canadian destinations).

Yes! Nice magazine indeed. Thanks again for the free copy.
Now I need to figure out how to subscribe here in the US. ;-)

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2466. Re: 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <kwzvjGADt5M3EwyJ@steverosie.demon.co.uk>
Source record: 79160

In article <19990507203409.14031.00000598@ng69.aol.com>, Lethor7
<lethor7@aol.com> writes
>hi,
> are STs 8 mhz or 16?
>james.

8MHz

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2467. Atari ST to VGA monitor cable

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Ian Numan <iannuman@netspace.net.au>
Message-ID: <3733B136.F3312C33@netspace.net.au>
Source record: 79161

I have already made an Atari ST to VGA cable with the details I found at:
http://tyndale.apana.org.au/~colbee/ATARIVGA.HTM

This cable works fine (high res mono), but then I found some more details at:
http://www.multimania.com/bales/text/st2vga.txt

Both cables use exactly the same wiring details, except the one at multimedia.com
uses a 4K7 resistor on the Atari pin 11 (mono out).

The cable I made does not have this resistor.
What is this for?
Will I damage my Atari ST or VGA monitor if I keep on using my cable which doesn't
have a 4K7 resistor on pin 11?

Thanks
Ian

2468. Re: HP Laserjet 1100 - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FBECA4.ArE.0.bloor@torfree.net>
Source record: 79162

And in a related query:

Do any of the new 600 dpi lasers work with Calamus SL?

JG

2469. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733d73a6f8cd90@oden.se>
Source record: 79163

on Fri 07-05-1999 19:01 Louis wrote:

>in the FIRST msg, Nick stated that "AFTER he ran Convert.tos, it worked a
>couple of times, then he got problems..."
>
>AM I wrong, Nick????

I remember that post too, so you are not wrong. I've been thinking about it,
and comparing it with some of my own experiences.

I too have gotten some complaints about 'corrupted index' when importing.
For me this has never struck any newsgroup that was part of my original
setup, and which was thus affected by CONVERT.TOS. It has only struck
such groups as have been created 'automagically' for crossposts after the
conversion was made, and as far as I can tell it has struck _all_ of them
every time.

This could mean that there is some routine in OKami 2 that Jos forgot to
update, so that it still creates IDX files using the old format. If so,
then it should be very easy to fix.

Hmmm, come to think of it, that code should not be in OKami itself at all,
but should be inside the OIMPORT.TTP, since it is that which handles newly
received mail and sorts it into the various groups.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2470. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733d73a6f8cd91@oden.se>
Source record: 79164

Hi Jo Even, (or should it be just "Jo" ?)

on Fri 07-05-1999 19:42 Jo Even Skarstein wrote:

>I don't have a CT2 (I'm one of those who paid twice as much for an
>Afterburner two years ago...), but I can tell you that it's not compatible
>to either Nemesis or Nova. The Nemesis won't work simply because the CT
>already has speeded up the bus to 25MHz,

No, CT2B speeds even the bus to a full 50 MHz. That is the big difference
between it and all other accelerators (AFAIK). They need to have the bus
at half the speed of the CPU, but the CT2B breaks that barrier.

>and the Nova because the current
>run of CT2's don't have a through-port for the Falcon expansion-slot.

That is correct.

>The lack of this port is very bad news, because this means that you can't
>install any graphics-cards later on :-(IMHO a very bad move by Centek.

Perhaps. I certainly agree that I would prefer having a through-port.
But I see little reason to use it for a graphics-card, since Videl is
a very flexible graphics chip in itself, and does not affect the CPU
load at all when software runs in FastRAM. The only accesses that are
affected by Videl are those that access original RAM (ST-RAM).

>Apart from this (and the pathetic low RAM-limit) the CT2 appears to be a
>very solid and nice accelerator.

I don't regard 128 MB as a pathetic FastRAM limit. There are lots of people
in the Atari scene who use harddisks that are much smaller than that. I
myself find 32 MB FastRAM quite satisfactory, and since I still have my
14 MB of ST-RAM I'm now using a total of 46 MB RAM. Why is that pathetic ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2471. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733d73a6f8cd92@oden.se>
Source record: 79165

on Fri 07-05-1999 23:18 James F. Haslam wrote:

>Hi all!

Hi James,

>What's the best CD Rom driver thats compatible with MagiC 6 on a Falcon?

I won't argue about what's best and what isn't, that is up to each user,
but you may find it interesting to try my BetaDOS (URL in my SIG below).
That is naturally what I use myself.

It does not use any XFS drivers, but is nevertheless compatible with almost
everything that runs under MagiC. The exceptions are that the built-in
file selector of MagiC does not like non-XFS file systems, and for similar
reasons BetaDOS drives can not be accessed from U:.

The latter does not matter much because a BetaDOS driver also exists that
defines a so-called 'cluster drive' that is very similar to U: and allows
access to both XFS and non-XFS drives. The nicest thing about it is that
the cluster drive can be used identically under singleTOS and MiNT too.
(That is why I created it in the first place.)

BetaDOS is also compatible with MetaDOS drivers and with ExtenDOS drivers,
although I have not yet tested it with any drivers from the ExtenDOS GOLD
release.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2472. Re: 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3733d73a6f8cd93@oden.se>
Source record: 79166

on Sat 08-05-1999 00:34 Lethor7 wrote:

>hi,
> are STs 8 mhz or 16?

In original state they are always 8 MHz, but accelerators exist that can
make them a lot faster. I have one T-36 that accelerates to 36 MHz
and even faster ones exist, including some that upgrade the CPU type.
But the standard speed is 8 MHz.
--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2473. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3733dfd48718f0@zetnet.co.uk>
Source record: 79167

on Fri 07-05-1999 20:27 Richard Elwell wrote:

>>Imagecopy 4 or LooknSee will display and convert TIFF format pictures to
>>whatever format you will need.LooknSee can be download from the
>>Interactive website:http://www.cix.co.uk/~inactive/
>
>Thanks for the hint. I downloaded Look 'n See today but unfortunately
>it will not load the TIFF format supplied by Demon.

Oh Well,I thought it would be worth a try as LooknSee supports most other
formats...

Sorry I can't give you any more help....

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Line noise provided by Koninklijke PTT Nederland!

2474. Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3733dfd48718f1@zetnet.co.uk>
Source record: 79168

Hi All,

I have a problem with login in a new user in Okami.The problem is that I import mail from several mailing lists and when I reply to a message in the mailing list say zetnet-atarians mailing list I click on write followup and the message message dialog box comes up.

The top part of the dialog box where it says FROM: has something like FROM:zetnet-a(Gordy) on it.What I used to do before was click on login from the menu then have type in my login name and the problem would be solved but the login does not work anymore.

I have tried disabling PASSWD file changed O.INF for single user but them Okami will only import messages for tesla1 and none from any of the mailing lists.Is there a way for all E-mail messages whether from mailing lists or to me personally be imported into Okami into my own mail group?

Any help will be truly greatful.

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Ik ga voor Edah!!!

2475. Re: Frontier Editor on Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <pUfP6MAM+9M3EwQu@my-ste.demon.co.uk>
Source record: 79169

In article <3733a2b24682192@oden.se>, Ronald Andersson <dlanor@oden.se>
writes
>on Fri 07-05-1999 12:35 AJColson@go.com wrote:
>
>>For those of you that have frontier Elite II, I can provide you with a save
>>game editor and a program that allows you to find out wormholes. Reply to my
>>e- mail AJColson@go.com so I can simply attach the programs and send them to
>>you.
>
>Well, I'm not sure I want the programs yet, since I already have some, and
>I prefer to disuss the matter here (in case others are interested too).
>Is your game editor something new, or the same 'Pompey Pirates' editor
>that I have ?
>
>If it is the same, then you may be interested in a modification that I made
>(after disassembly), which allows installation of 60 G thrustors.

Sounds similar to my ship :) ATM I've an Eagle Mk 1 with 8 missile
pylons with 60 G thrusters (front and back) that I traded in a Panther
for. While this is great for everyday usage, it's a pain when I meet 3,
or more, similarly equipped pirates.

>I still wouldn't advice accepting any courier missions to Alpha Centauri,
>because there your hyperspace exit is just too damn far from the inhabited
>planets. But for most other purposes 60 G thrustors make a big difference,
>though its effect is still limited by the natural laws for such things.

Ah, but that's where the braking 'feature' comes in very useful. The
combination of quick arrival, by wormhole if required, 20+ days to
complete the mission, manually setting the speed to the max. (~200000
km/s) and using the auto-pilot to do the fast slowdown is a good way of
doing them.

However, I much prefer the passenger missions, especially those that
offer 10000 credits, since I can take upto 30 days before they start
complaining about taking too long.

>To be precise, with symmetric front and aft thrustors, and not using any
>braking cheats, t = square_root(x/a) where x is total distance, t is total
>time, and a is acceleration. So 60G is twice as fast as 15 G...

That's something I didn't know. That explains why it doesn't make a
great deal to the time it normally takes to dock. Still, it comes in
useful when outrunning the damned Imperial Couriers :)

>As for wormhole calculation, I think this is best done on a programmable
>calculator, so it can be done while playing the game. I myself use an
>HP48G calculator for this.

I used to do it with a spare ST until I decided that would be quicker,
and easier, to make a list of the wormholes for the systems I regularly
visited. The last time it was updated I had only 27 wormholes listed, so
it's probably about time I added a few more.

--
David Bolt

2476. Re: How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <c3LyyRAeM+M3EwkB@my-ste.demon.co.uk>
Source record: 79170

```
In article <1drg2qb.1ohnoaxtxkq0gN@pm-d09.rhein-main.de>, Robert
Schaffner <doitarchive@atari-computer.de> writes
>I like to get some informations how fast is the download
>from www.atari-computer.de/doitarchive/down
>
>If anybody take anything, please tell me the transfer rate
>Thank you

I just fetched doitmila.zip with an average speed of 5.1k/s on a
49333bps modem connect. This seems to be about the same as I get with a
lot of European sites.

HTH

--
David Bolt
```

2477. Re: SMPTETrak Hybrid Arts problem on MegaST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7h0ov3$5q8$1@slave2.aa.net>
Source record: 79171

Hi James,

I used to use SMPTETrak on a 1/2meg 520ST before I had a HD. Then I upgraded to 2-1/2megs and later got a HD. I used AHDI, and then ICD 6.5.5, and it all worked great. That "out of memory" error sounds vaguely familiar, but I can't remember what was going on at the time, or if it even had anything to do with SMPTETrak. Have you tried deactivating AUTO-folder and ACC programs? When you unhooked the HD, was the ICD driver still running at boot-up? If so, it would seem that that isn't the problem, and that it could be the HD, somehow. Did you try booting up in mono, or is that already being done? If you're running the program without the HD (and it runs OK), then you must be booting the program off of a floppy. Is this a "master" floppy - with the code that allows the program to boot without the SMPTEbox/key being hooked up? (Or do you even have such a floppy? I can't remember if I did.) When you run the program off of the HD, the system checks for the SMPTEbox. If it's not there, damaged, or not hooked up right, you may get various messages. Can you boot the program off of that floppy if the HD is hooked up? Have you tried using a different HD driver? There are several demos/freeware/shareware on the ftp sites. Soundpool has a free updated version of Atari's AHDI. I used an older version of AHDI before I got ICD, and it worked fine too. Yes, you should be able to run SMPTETrak on a Mega2ST, and I suspect the problem has a very simple solution. Sorry I can't pin it down for you. Hopefully another Hybrid Arts fan can be more helpful. Good luck, and let me know if I can (try to) be of any other assistance with SMPTETrak.

I have a Falcon now, and had to get the latest commercial release of MIDITrak (since I had sold my SMPTEbox), because all the earlier versions won't run on the Falcon. Even tho I also have Logic, Logic Audio, and Master Tracks Pro, I still do almost all of my sequencing on MIDITrack.

Best regards,

Clayton Murray
claytone@aa.net
Seattle, WA USA

>Folks,
>
>Just sold my Atari Mega 2 to a fellow who needs it to use Hybrid Arts
>SMPTEtrack.
>
>He was running SMPTEtrack on a 520ST and now he has the Mega 2.

>
>When trying to boot SMPTETrack on the Mega he is getting a memory error
>about not enough memory but it runs fine on his 520.
>
>I tried disconnecting the HD and it booted okay on the Mega 2.
>
>What is it about the ICD drivers on the HD or whatever else you can
>think of that would make this happen. Could it have something to do
>with disk cacheing or some other parqameter in the ICD drivers?
>
>I believe SMPTETrack should run just fine on 1MB so I can't understand
>what the problem is except for something in the ICD HD drivers or
>whatever.
>
>Any help or comments would be appreciated.
>
>Thanks.
>
>JamesBRey@aol.com

2478. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7h0rifsga1@wanadoo.fr>
Source record: 79172

On 8 May 1999 01:37:43 G, Ronald Andersson wrote:
>On Fri, 07 May 1999, Ken Macdonald wrote:
>----- snip ----- re: Doom clone speed on CT2B-Falcon
>I understand your reaction. The CT2B speed is impressive, especially

Hi Ronald, Hi Ken,

>>what hardware is it compatible with (i.e. nemesis, NOVA,...)
>
>AFAIK Nemesis is an accelerator, so that is out. You have to choose
>one or the other, and CT2B is definitely faster. CT2B raises speed
>of all relevant circuits to 50 MHz, including CPU, FPU, DSP, Videl.

And IDE disk (this acceleration causes problems with old IDE disks).

>Whereas most other Falcon accelerators are limited to 40 & 20 MHz for
>CPU and bus respectively, CT2B is alone in having accomplished 50 MHz
>for _both_. No other accelerator is meaningful to use with CT2B, as
>they are all slower and less efficient. Also, since a 68030 CPU is
>used there is no problem with CPU incompatibilities such as has been
>the case for accelerators based on newer processors.

That's rights, on your Falcon acces to fast-ram is 6X more fast, and 2X more
fast on ST-ram. On ST-ram, CT2 use wait states so 32Mhz is maybe an average
speed...

>As for NOVA, I have no idea. What do you need it for ?

Only for an AB040 ;-) because acces to ST-ram are more fast on a normal
FALCON.

>I should add that there are some problems I've seen with CT2B:

>The interrupt acknowledge signal of the DSP does not 'reach' the CPU
>on the CT2B board. A software patch exists to simulate acknowledge
>behaviour at (seemingly) 'spurious interrupt', but later I plan to
>install a hardware patch so that the real signal 'gets through'.
>The shematics of that patch are available on the net, with docs.
>(Sorry, I don't remember the URL right now.)

Maybe this URL ;-) (with a little doc):
http://perso.wanadoo.fr/didierm/files/interdsp.zip

>My CT2B unit needs more cooling than provided by the on-board fan,

Original CT2 CPU-cooler is noisy.

CT2 is a very good card :-)) I havn't changed my softs and configs.
Thanks to Centek.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp
---

2479. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3733ffaae09d80@xs4all.nl>
Source record: 79173

on Sat 08-05-1999 05:21 Ronald Andersson wrote:

>I too have gotten some complaints about 'corrupted index' when importing.
>For me this has never struck any newsgroup that was part of my original
>setup, and which was thus affected by CONVERT.TOS. It has only struck
>such groups as have been created 'automagically' for crossposts after the
>conversion was made, and as far as I can tell it has struck _all_ of them
>_every_ time.

You never told me, Ronald. It's a weird problem you're having. It is
impossible for oimport to create wrong index files, unless, of course,
it crashed while importing. So those index files must already have
existed, maybe with zero content, which was possible with older
versions, but is impossible now. Look in the log file and you see
exactly what is wrong with the index file. Run "ofind --Repi group" to
repair the index. Run "ofind --Dbfchk group" first to see if the DBf
is OK.

>This could mean that there is some routine in OKami 2 that Jos forgot to
>update, so that it still creates IDX files using the old format. If so,
>then it should be very easy to fix.

Impossible. The structures for the header of the index file and the
index entries are defined in one header file (of course!) which is
used by all modules.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"A foolish consistency is the hobgoblin of little minds."
- R.W. Emerson

2480. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3733EC2F.B013E70F@ihug.co.nz>
Source record: 79174

Hi there,

James F. Haslam wrote:
>
> What's the best CD Rom driver thats compatible with MagiC 6 on a Falcon?
>
> I've just bought a CD Rom that'll come with Extendos, but I know that
> there are other drivers around, such as Spin!.

ExtenDOS is pretty hard to beat, although Spin appears reasonable. I think MetaDOS might be able to be used by MagiC but someone might be able to confirm/otherwise this...

I personally use ExtenDOS Pro 2.4a. I have an archive of Spin but no drivers were in the archive and I tried for days to find them on the net with no luck...hopefully someone has written a Macintosh HFS one by now?

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2481. Re: Cab 2.7 problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h0tm7$e3p$1@news5.svr.pol.co.uk>
Source record: 79175

On 6 May 1999 07:24:33 G, Paul Nurminen wrote:
>On 4 May 1999 06:15:40 G, Derryck Croker wrote:

>>or use Olivier Booklage's overlay. Dan's overlay doesn't appear to support
>>background downloading unless teamed up with STiK.
>
>I've been doing background downloading (often several different files at once)
>using CABDLOAD since I got MagiC 5. It worked with CAB 2.5 and now with 2.7,
>and I've only ever used Dan's OVLs. It didn't, however, work until I installed
>MagiC.

Yes, that's a prerequisit.

ATM it seems to have something to do with differences in the default.cfg
files, I'm waiting to hear further details on this.

>said earlier, according to the CAB 2.5 manual, a multitasking system _is_
>required to use the download module while running CAB.

The multiple file downloading and autosurfing opportunities are certainly
high spots in CAB's inventory! :-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2482. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h0tm8$e3p$2@news5.svr.pol.co.uk>
Source record: 79176

On 6 May 1999 13:15:47 G, "Enver" wrote:
>Hi! All
>
>Can i found PDF printer for ATARI STe ?

There's a Postscript/PDF file reader and printer utility (check my web site), but there's no way to create PDF files on an Atari AFAIK.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2483. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h0tm9$e3p$3@news5.svr.pol.co.uk>
Source record: 79177

On 6 May 1999 17:52:33 +, BobKing wrote:
>Have a look at the Ghostscript page:
>
>http://www.cs.wisc.edu/~ghost/aladdin/doc/New-user.htm

You should fetch the latest version from my web site Bob.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2484. HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h0tma$e3p$4@news5.svr.pol.co.uk>
Source record: 79178

I've finished translating the strings in the binary of this well respected MagiC VFAT, large partition and (new for 2.8) BigDOS supported disk checker and defragger (thanks to Peter West for the initial work).

It's available for download from my website, address in sig. Natch, I can't be held responsible for any problems that might result from the use of this or indeed any other disk tools!

I've also reinstated the link to the download of the latest Ghostscript files, although I haven't checked to see if they are once again available for download.

Rgds, Derryck

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2485. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926155026.9155.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 79179

Brian Roland wrote in message <926112173.369.17@news.remarQ.com>...
>Errr...there's a ton of stuff in the MagiC extras folder
>that I've no clue what it's for...no Docs, no readme files, no
>mention in the manual. I've MagiC 6.01 english release. Any idea
>as to how I can discover what these things do?

Some of them are covered in the manual (eg WBDAEMON), some aren't.

>WBDAMEN.PRG

This can be used to give you a write-back cache for your hard drive.
Dangerous things, write-back caches, but if you want to use it put it in
your MagiC start folder.

>ADDMEM.PRG

This is used to add extra system memory for some functions (not sure which
as I've never had to use it). If you get constant out of memory messages
while you seem to have loads of free RAM, try adding a copy to your auto
folder. You can use more than one, just call them ADDMEM2, ADDMEM3 etc.

>HARDCOPY.PRG

No idea what this does.

>MAGXB032.PRG

MAGXBOOT for 030 machines. Gives added memory protection for the kernel (?).

>ROMDRVR.PRG

I *think* this is some kind of cartridge port driver, though what you use it
for is a mystery. No idea how you use it.

>CRASHDMP.TOS

This looks like some utility for dumping a copy of the memory to disk after
a crash. It *may* be what MagiC calls if you say you want a memory dump when
it asks you if you get a serious memory violation.

>LIMITMEM.TTP

This is a hangover from earlier MagiC versions: you used it to modify
program files to limit the amount of memory they could grab - useful for
memory hogs like 1stWord. It's redundant now and its use is discouraged as
Magxdesk can limit memory usage while installing the app, and this way
doesn't modify the program files at all.

>MEMEXAM.TTP

Never used this, but it's apparently for checking which program is using
which bit of memory.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2486. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7h11ck$h0f$1@news5.svr.pol.co.uk>
Source record: 79180

On 5 May 1999 17:54:57 G, Roger Cain wrote:
>This may be of some interest to UK members of this group.

Hi Roger

>Freecall-UK are offering free phone connection to the internet (0800-)
>in return for permission to send selected advertising material to your
>Inbox. This sounds a bit like BT's recent initiative to give free
>voice calls if you don't mind being interrupted by the occasional
>commercial.

I sduppose you could set up the killfile to delete it all as it came
in couldn't you?

do they connect you free to your provider that you have allready, or
is this another internet provider in its own right?

>The registration works rather like a chain letter. You can find
>details on:

I've had enough of them things to last a lifetime:-(

>http://www.freecall-uk.com/join.htm

I may just have a nosey at it mate if I get the time to do it.
>
>If you decide to get in on the act I would be grateful if you could
>put my name in the final box of the reg. form (Referred by:)

I will do that mate.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

2487. Re: "Hard Drive not available"

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7h11co$h0f$2@news5.svr.pol.co.uk>
Source record: 79181

On 6 May 1999 15:22:39 G, BRobi92436 wrote:
>ATARI MEGA STE4 with floppy and partitioned hard drive (4 Partitions).
>After booting up the ROM TOS , I can't access the hard drive. Msg: Hard drive
>not available,
>I'm new at this can anyone help?

Have you got your HD software on a floppy if so try booting from that,
as your Boot partion may have been corrupted, and that may be why you
can access it.

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

2488. Re: WTB: Riebl VME Ethernet

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7h11lc$q1g$1@news1.xs4all.nl>
Source record: 79182

On 7 May 1999 08:52:55 , Martin-Eric Racine wrote:
>I'm looking for a couple of Riebl VME Ethernet cards for my TT.
>Please e-mail your offer. Offers from within EU preferrable.
>Thanks.
>
Good luck I wish you.

A well known source tells me that AG Computing has some .
And also you could ask Peter DENK second-hand shop in Germany.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2489. Re: 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199905080000.a19426@lu.maus.de>
Source record: 79183

Hello Lethor7,

l> are STs 8 mhz or 16?
If not upgraded with faster or better CPUs: Most of them
(ST/ST+/STm/STf/STfm/
STacy/STe/Mega ST) are 8 MHz. The last STs (Mega STe/ST Book) are 16 MHz.

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

2490. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <RZtyJFA+YAN3EwOs@steverosie.demon.co.uk>
Source record: 79184

In article <7h0rvu$1ck_004@zonnetje.NL.net>, Gary Stollman
<garys@monster.org> writes
>
>That works, cheers. But it still does not explain why suddenly I
>cannot read my old atari disks any more since I switched to Win 89.
>Maybe my pc's diskdrive is broken.
>

You're not on your own I can't either:(neither 720k or 1.44:((

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: asx@atari.org
Nick: Mocknbird Tel: 0870 7402518 Dfax: 0870 0521124
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2491. FS: ST hard drive + other items (US) - update from 5/1/99

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990508060507.26171.00000467@ngol01.aol.com>
Source record: 79185

Quantum P52S hard drive (52 Mbyte SCSI) - $75.00
comes with Supra host adapter & power supply, Supra software and manual, DMA cable, 2 drive SCSI cable, power cable and is installed in shoebox case that will
hold two hard drives. Included software installed on drive: Quick ST II, iamond
Back II, Universal Item Selector, Hot Wire, Ultimate Virus Killer, MaxiFile III,
Diamond Edge + original disks + manuals.

SM124 monitor - manual and original box - $40.00

SF314 disk drive - manual, cables, original box - $25.00

Practical Solutions monitor master - $10.00

C-manship Complete - book and disk - $10.00
(also will include Compute's Learning C book with this)

ST X-former cable (connects 8-bit Atari drive to ST) - $10.00

Turner's Atari books (vol. 1,2, & 3) - $10.00

All items are in great working condition and cosmetically clean and in good shape.

See something you would like to have, but don't like my price. Make me an offer.

Terms: Continental US addresses only please. Buyer pays shipping.

Please reply via e-mail to: gwestndrf@aol.com

2492. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990508134529.17184B-100000@hal.fishpool.fi>
Source record: 79186

On Sat, 8 May 1999, Ronald Andersson wrote:

> There's probably nothing wrong with the hardware of the LAN port.

Actualy, Michael Ruge mentions a couple of things in CHIPS555.HYP
but since my German is rusty, I'm not sure what to make of it.

> All of this indicates that the LAN sections of SCC.PRG are bugged and
> in bad need of debugging or rewrite.

Make that, the whole HS-Modem is bugged. On my Stacy, I cannot
use MIDI.PRG with MiNT. It freezes the machine during bootup.

Seems to me it's about time someone wrote some opensource, freeware
replacement drivers for our platform.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2493. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h161j$1si$1@snipp.uninett.no>
Source record: 79187

Ronald Andersson <dlanor@oden.se> wrote:
> Hi Jo Even, (or should it be just "Jo" ?)

Jo Even :-)

>>to either Nemesis or Nova. The Nemesis won't work simply because the CT
>>already has speeded up the bus to 25MHz,

> No, CT2B speeds even the bus to a full 50 MHz. That is the big difference
> between it and all other accelerators (AFAIK). They need to have the bus
> at half the speed of the CPU, but the CT2B breaks that barrier.

This is not correct, the Falcon-bus runs "only" at 25MHz. The CT2 itself
(CPU, FPU, RAM) runs at 50MHz though. This is basically the same design as
the Afterburner and Mighty Sonic, except that the Afterburner don't work
at speeds over 40-42MHz.

> But I see little reason to use it for a graphics-card, since Videl is
> a very flexible graphics chip in itself, and does not affect the CPU
> load at all when software runs in FastRAM. The only accesses that are
> affected by Videl are those that access original RAM (ST-RAM).

My experience with my Afterburner and Nova is quite the opposite. Even
with a 25MHz bus the Videl is still lightyears behind my graphics-card. My
old ISA Mach64 is 20 times faster than the Videl in 256 colours, and the
new Rage from Titan would probably be even faster.

Also, all access to videoram goes through the Falcon-bus, so on the Videl
all graphics will be significantly slower in 16-bit than 256 colours,
which again is a lot slower than 16 colours. The slowest mode on my 1Mb
DRAM Nova (16 bit) is ten times faster than the fastest mode on the
Videl...

>>Apart from this (and the pathetic low RAM-limit) the CT2 appears to be a
>>very solid and nice accelerator.

> I don't regard 128 MB as a pathetic FastRAM limit. There are lots of people

128Mb?? According to Atari Computing it's only 32Mb, which isn't that much
if you're into graphics or have a lot of stuff running in the background.
128Mb is *not* pathetic, especially not since the AB can only handle 64Mb
;-) (I find that a bit to limiting, but I can live with it).

> myself find 32 MB FastRAM quite satisfactory, and since I still have my
> 14 MB of ST-RAM I'm now using a total of 46 MB RAM. Why is that pathetic ?

I have a total of 68Mb in my Falcon/Afterburner, and with everything
loaded and running I have 50Mb free. That's without any apps at all...

```
--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2494. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drhjhh.1loogz11wivss2N@max03-028.enterprise.net>
Source record: 79188

Derryck Croker <derryck@TAKE.THIS.OUTcix.co.uk> wrote:

> I've finished translating the strings in the binary of this well respected
> MagiC VFAT, large partition and (new for 2.8) BigDOS supported disk checker
> and defragger (thanks to Peter West for the initial work).

Excellent! :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2495. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h17hj$27p$1@snipp.uninett.no>
Source record: 79189

Ronald Andersson <dlanor@oden.se> wrote:

> Whereas most other Falcon accelerators are limited to 40 & 20 MHz for
> CPU and bus respectively, CT2B is alone in having accomplished 50 MHz
> for _both_. No other accelerator is meaningful to use with CT2B, as

I find it *highly* unlikely that the CT2 drives the Falcon-bus at 50Mhz, especially considering how difficult it is to run it at 25Mhz with other accelerators... Also, most of the chips on the Falcon (e.g. Combel) can not run at this speed. Not to mention the ST-RAM itself which barely runs at 25MHz...

I'm 99% sure that the Falcon itself runs at "only" 25MHz, while the CT2 runs at 50MHz. The benchmarks published by Atari Computing also indicates that, as ST-RAM access is "only" twice as fast as on my Afterburner (which again is about 20% slower than on a standard Falcon).

If you read the review in AC#12 it says:

"During development, the CPU to fast RAM and Falcon motherboard interface was 25MHz, now it's always running at a full 50MHz, with wait states for slower hardware like the Falcon motherboard, rather than switching the CPU down to 25MHz for every access."

> they are all slower and less efficient. Also, since a 68030 CPU is
> used there is no problem with CPU incompatibilities such as has been
> the case for accelerators based on newer processors.

I have a 040 myself and wouldn't trade that for a 030 at *any* speed... I don't have one single problem with incompatibilies, but then I don't play games on my Falcon... Anyway, the 040 is so much faster than a 030, and only marginally more expensive. E.g. it's FPU is about 15 times faster than a 882 clocked at the same rate, and despite of the slower clock my AB outruns the CT2 in all areas except ST-RAM.

> As for NOVA, I have no idea. What do you need it for ?

Hehe, you've obviously never see one in action... Believe me, the Videl can not compete with even the lowliest ISA graphics-card, regardless of bus- and pixelclock.

> It is dependent on a specific usage for PMMU mapping, making most
> PMMU-manipulating programs incompatible, such as MAGTOROM, VRAM,
> OUTSIDE etc. Most such stuff is for virtual RAM, however, and
> with a large FastRAM SIMM installed they are no longer needed.

There's also other uses, like memory protection, or paging to prevent fragmentation. MMU-support for CT2 is IIRC in progress in FreeMiNT.

```
--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2496. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926166454.21468.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 79190

sheercon wrote in message <37336D82.1C2C540C@earthlink.net>...
>Is there such a thing? Or a way to make an Atari 1040ST read High
>Density disks?

Kits are available from various suppliers, the Upgrade Shop springs to mind.
You can't just swap the drive (though if you do it will work quite happily
as a DD drive, apparently): you need a controller upgrade too and TOS 2.06
or higher (or MagiC).

I suspect you'll find more info in the Quick FAQ
(http://quickfaq.atari.org).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2497. Re: Personalizing my system

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926166455.21468.1.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 79191

Thomas J. Andrews wrote in message ...
>The previous owner was very involved in DTP, and I'm well-supplied with
>programs in that area. His favorite word processor was Word Perfect, but
>I'm not so sure it's the one for me. For simple text writing for email and
>such, things I don't expect to print out, I use Edit Plus 3.12. I used
>AtariWorks for a couple of letters and to help in a small way with my
>taxes, and I really like the WYSIWYG display. SpeedoGDOS is positively
>awesome, especially with the 50 extra Bitstream fonts--even on my old Epson
>9-pin printer, and the ability to pass information between modules is
>_very_ useful. I've used PageStream, too, and while it's dificult to work
>with columns in AtariWorks, it couldn't be much easier with PageStream.
>
>So tell me--What can Word Perfect do for me that the above programs can't?

Well, never having used the Atari version of WP I can't comment on it, but here are a few general thoughts:

Generally, using a good text editor is all you need for plain text such as email, so you're on the right track there. I don't know Edit Plus, but if it suits you stick with it. If you want to try some others, good ones are Everest and QED. Both of these are multitasking-friendly (should you decide to dip a toe in those waters) and support system extensions like OLGA. Everest also supports abbreviation files (shortcuts), which are useful for things like HTML (web page) authoring. QED may also, but I don't know. The combination of Everest, CAB and OLGA is *great* for web authoring.

For WYSIWYG word processing, including basic DTP functionality, you'd go a long way to beat Papyrus, though it has the odd quirk, such as no word count.

For full-blown DTP PageStream has a good reputation anyway. The only real competitors are Calamus and DA's Layout. Unless you are needing power-user features or are unhappy with PageStream for some reason I'd stick with it.

If you use the spreadsheet etc in AtariWorks, then you'd need to buy standalone replacements if you were to change your word processor. Texel is the obvious spreadsheet, Twist the obvious database. But you will lose the easy integration between modules.

A lot of more recent software (eg Papyrus and Texel) seems to be happier with NVDI rather than SpeedoGDOS, and I can wholeheartedly recommend it: it not only does the font handling but also accelerated your graphics routines dramatically. The downside is that some older programs don't like it and AtariWorks doesn't get on with it fully (I believe because it relies on some bugs in the Atari VDI/GDOS which are fixed in NVDI, ironically).

I guess, in summary, if what you have is doing what you want and you like the way it works, stick with it. If you need better word processing than Word Perfect or AtariWorks can currently provide, check out Papyrus. If you want an integrated package, AtariWorks is probably the best you'll find as there aren't many other choices. Replacement apps will be expensive and lack the integration. If you are sticking with AtariWorks, you're probably better off with SpeedoGDOS, otherwise NVDI might be worth the money for the acceleration. It also handles TrueType fonts (so does Speedo in later versions, but it sounds like your system may be of a certain vintage and have an early version).

HTH,
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2498. Re: How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1drh50h.kepag71iskj9qN@pm-d09.rhein-main.de>
Source record: 79192

> Hi Robert. Well, as you know I d/l'ed the "doitst" archive the other
> day, and it was rather slow... ;-(

Hm..
Thank you.
Anyone with more speed left?

Looking for an _fast_ mirror ftp..
Any ideas?

Anybody like to store these archives on an _fast_ ftp?
Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2499. Re: SCSI host adapter info

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: mike.borsley@zetnet.co.uk
Message-ID: <37343ede$0$498@news.zetnet.co.uk>
Source record: 79193

On 8 May 1999 01:37:46 G, Ronald Andersson wrote:
>Hi Mike,
>
>on Fri 07-05-1999 18:31 Mike Borsley wrote:

Hi Ronald,

>Ok. Then I assume you simply meant the +5V supply for the 74HC280 chip,
>correct ?
Yes that's what I meant.
>
>
>> I was thinking of picking up the 5v supply from the 30 pin
>
>If you mean to do this simply to drive the 74HC280, then that is perfectly
>all right, of course.
>
>
>> connector that plugs into the mother board, once I've determined
>> the pin no's. If anyone knows the ID for these it would be helpful.
>
>Vcc (+5V) is available on three pins, for minimum contact resistance, these
>being pins 26, 28, 30. Ground is likewise available on three adjacent pins,
>these being pins 25, 27, 29.

Thats most helpful. Now I have it all sorted in my mind I'll get
the chip and fit it. Having thought about it, it seems quite a
straightforward job.

Thank you so much for your advice, I do appreciate it. I'll let you
know in due course how I get on. It may take a few weeks - sigh - you
know what its like - the garden needs weeding etc etc :-)

Kind regards
Mike

mike.borsley@zetnet.co.uk West Lancs. UK
http://www.users.zetnet.co.uk/toak/

2500. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-08 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7h1i06asa1@nnrp02.primenet.com>
Source record: 79194

Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
: In article <7h0rvu$1ck_004@zonnetje.NL.net>, Gary Stollman
: <garys@monster.org> writes
: >
: >That works, cheers. But it still does not explain why suddenly I
: >cannot read my old atari disks any more since I switched to Win 89.
: >Maybe my pc's diskdrive is broken.
: >
IMHO, Windoze 95 actually read the boot sector of the disk in the drive,
for the first time ever. It was done to save the cost of disks in the
floppy disk distribution of it, so that they could be formatted 82 tracks,
10 sectors. AFAIK, there was no floppy distribution of Windoze 98, so that
bit of logical behavior came back out. So, again, you have to feed the
disk drive something the machine is programmed to expect, and it does
not expect the number of FATs the Atari format might use, or one byte of
the bootsector.

OTOH, Atari reads the boot sector, so usually can read Messy Dos disks.
---_----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

2501. Re: STinG (was: Re: Transfering files from Win 98 to Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <8P3ZsPAW3WN3EwKm@steverosie.demon.co.uk>
Source record: 79045

In article <7h3dbe$2uo_016@zonnetje.NL.net>, Gary Stollman
<garys@monster.org> writes
>
>I managed to put STiNG on a disk, folowing all instructions I found on
>the net. But when it loads it says 'no modules installed'. All the
>stx files are in the sting directory. What's wrong ? Do I have to put
>something in default.cfg to load modules ? I also cannot use the Sting
>Port Settings CPX, it exits immediately.
>
>Sorry for all the questions :)
>
Hi

Why apologise! some other person may be having the same problems and
same questions;)

Have you got HSmodem in your auto folder? I can remember having a
similar problem.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2502. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926249642.13014.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 79046

J WILKINSON wrote in message <3734DB6C.97B34677@ihug.co.nz>...
>Hi there,
>
>John Whalley wrote:
>> >MAGXB032.PRG
>>
>> MAGXBOOT for 030 machines. Gives added memory protection for the kernel
(?).
>
>I think it isn't for 030 machines in partcular. I seem to remember
>that users of Outside Virtual Memory Manager need this to boot MagiC
>instead of MAGXBOOT.PRG. Otherwise MagiC will not like Virtual Memory

AFAIK you can only use VM (and memory protection) on 030 an above, as 68000
hasn't got the required memory management bits.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2503. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <7h3rkf$dnr@freenet-news.carleton.ca>
Source record: 79047

"Christopher Good" (cgood@cix.compulink.co.uk) writes:
> Hi All,
>
> I've a little problem connecting a Zip drive to my HD. I'm using an STe
> with a Link2 connected to my HD with HD driver v6. This works perfect
> until I try and add the Zip drive. No matter how I connect it or set the
> termination on the Zip it just won't read anything off the disks. Some
> ways it's sees the drive but doesn't read the disk, other ways it sees
> nothing all.
>
> We recently had the same problem at our club meeting trying to get a Zip
> to run with an STe using HD driver v7.5 despite altering termination on
> Zip and HD (with expert help from Chris Crosskeys :-)) it just wouldn't go.
>
> This is very weird as I've had my Zip connected up to my old Power
> Computing HD (with ICD interface) using the Link no problem at all.
>
> Anybody any ideas?
>
> Chris
>

I have similar problem with a similar setup:
I have a problem trying to add a ZIP 250S (SCSI) to the end of a SCSI chain attached to my 1040STe: the ZIP ID (factory set to 5) does not show up when I boot the system or look for it using the ICD software.

My system is the 1040STe (4 meg RAM. TOS 2.06) with a LINK 2 connecting the DMA port to 2 Syquest EZFlyers (230 Mb each) in tandem to which I've just now added the Zip.

The Syquests have been working fine with a terminator after the LINK and at the end of the chain. They are ACSI ID 2 and 4, Lun 0. For a reason unknown to me both terminators are necessary, even though the Syquest manual claims the units are self-terminating.

Since Syquest is now defunct, I didn't want to be left with orphan units, hence the Zip. My HD needs are actualy pretty modest and I have a lot of room left on even the 230 Mb capacity of one Syquest. The second one is for ease of backup and the two perform well.

I have the Zip connected at the end of the chain as recommended in its manual. The Zip has a switch for adding termination, if it's at the end of a chain (which I have switched on), or for removing it if the unit is the middle of a chain.

My trouble is the Zip ID does not show up during the ICD bootup sequence, nor when I look for it with the ICD format program. I also tried the HDDriver ID program with the same negative results. So without an ID, I cannot use the Zip.

So right now I'm stumped. If you could shed any light on the problem, I'd very much appreciate it.

--

Walter A. Cole
ai063@freenet.carleton.ca

2504. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drjfk9.1h0u1rf36f0rqN@max01-088.enterprise.net>
Source record: 79048

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> Of course it is. You haven't even got to to do a "clean boot" as recommended
> with a 4meg machine.
> I've got the original (bought it in Neuss last year), and that one works well
> on both of my Falcons. #1 is equipped with 14MB, Screenblaster, MagiC & some
> more stuff, and I can simply start it from my normal desktop. #2 is equipped
> with 4+8MB, Screen Wonder PRO and the usual stuff as on #1, and Running will
> also run from my normal desktop. No problems at all, until it comes to leaving
> the game again. Then, MagiC will report a damaged memory block. Recovery is
> possible, but the mouse pointer will remain hidden and the system will be
> unstable. But that's only _after_ some hours of gameplay :-)

Well, I can't get passed the menu screen. Only the quit option works for
me! <no joke, sadly..>

While you mentioned it - the disapearing mouse pointer! Is there a patch
that I can download to stop this from happening? I've only had the
Falcon/MagiC OS for around a month now and the bugger has disapeared
numerous times! :-(

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2505. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7h3uo1qdf1@wanadoo.fr>
Source record: 79049

On 8 May 1999 17:44:02 G, Ronald Andersson wrote:
>on Sat 08-05-1999 08:10 Didier MEQUIGNON wrote:
>>On 8 May 1999 01:37:43 G, Ronald Andersson wrote:
>>>On Fri, 07 May 1999, Ken Macdonald wrote:

Hi Ronald,

>----- snip ----- re: CT2B hardware compatibility (no Nemesis, no NOVA ?)
>>
>>CT2B raises speed of all relevant circuits to 50 MHz, including CPU,
>>FPU, DSP, Videl.
>>
>>And IDE disk (this acceleration causes problems with old IDE disks).
>
>I've had no problem with that (guess my disk isn't old enough :-) ,
>but I suppose that is why we can configure the CT2B NVRAM to add IDE
>waitstates, and also why Cecile has selectable IDE access speeds.

For boot it's OK with Cecile, but after I use HUSHI and Magic, so I have
patched HUSHI and Magic for put slow routines...
I have an old Conner 3,5 IDE 420 Mo since 4 years 1/2.

>----- snip ----- re: unique CT2B design => CPU speed == bus speed == 50 MHz
>>
>>That's rights, on your Falcon acces to fast-ram is 6X more fast, and 2X more
>>fast on ST-ram. On ST-ram, CT2 use wait states so 32Mhz is maybe an average
>>speed...
>
>Maybe, but it is still much faster than a 32 MHz TT. (I have one, so I know.)

Lot of benchs shows 300 %, but I have an example for acceleration:
I 'compile' Aniplay with Profimat (an old assembler during ST years) in
896 x 608 16 colors:
Falcon without CT2B or CT2B in normal mode: 7'45"
Falcon with CT2B (fast-ram): 1'25" => 500%
Results with nembench are better.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ USR33.6Kbp

---

2506. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7h44l2$b8g$1@nnrp1.deja.com>
Source record: 79050

In article <3733EC2F.B013E70F@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> Hi there,
> ExtenDOS is pretty hard to beat, although Spin appears reasonable. I
> think MetaDOS might be able to be used by MagiC but someone might be
> able to confirm/otherwise this...

MetaDOS takes over the GEMDOS trap dispatcher from MagiC and therefore creates some problems under multitasking systems.

This indeed was the reason to throw out the GEMDOS level (creating MetaXBS), and moving the filesytem layer into MagiC|MiNT XFS (which is SPIN!).

So you probably don't want to even consider MetaDOS if SPIN+MetaXBS works (which it should).

> I personally use ExtenDOS Pro 2.4a. I have an archive of Spin but no
> drivers were in the archive and I tried for days to find them on the
> net with no luck...hopefully someone has written a Macintosh HFS one
> by now?

Get the official release and the english documentation, both can be found from http://www.muenster.de/~reschke/soft_e.html, that should answer your questions.

--
Julian Reschke (mailto:reschke@muenster.de)

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2507. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7h44p8bac1@nnrp1.deja.com>
Source record: 79051

In article <3733EC2F.B013E70F@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:
> I personally use ExtenDOS Pro 2.4a. I have an archive of Spin but no
> drivers were in the archive and I tried for days to find them on the
> net with no luck...hopefully someone has written a Macintosh HFS one
> by now?

Sorry, forgot the second question...

SPIN! contains a Mac HFS filesystem, but it currently only supports CD-ROMs. Extending it to read/write media is possible but would be much much harder...

--
Julian Reschke (mailto:reschke@muenster.de)

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2508. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h41u5$h3o$1@snipp.uninett.no>
Source record: 79052

Ronald Andersson <dlanor@oden.se> wrote:
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Subject: Re: CT2 was Re: Bad Mood
Newsgroups: comp.sys.atari.st
References: <1dr6t14.1f2wfqax8lhg0N@max04-001.enterprise.net>
<372CBDD2.B085F4EC@ihug.co.nz> <1dr8ale.1y2iby8yer5wN@max04-083.enterprise.net>
<7gk9eihdg1@news.campuscwix.net> <1dr8sur.8nm6zt1y5ieoqN@max04-017.enterprise.net>
<3731902F.51D94DD6@cnet.francetelecom.fr> <37327bbc62670c3@oden.se>
<37332943.622F86AE@cfc.dnd.ca> <3733a2b24682193@oden.se> <7h17hj$27p$1@snipp.uninett.no>
<3735418a9d17942@oden.se>
Organization:

Ronald Andersson <dlanor@oden.se> wrote:

> The ST-RAM is another story entirely, because it is not directly connected
> to the CPU bus of the Falcon. It is only indirectly connected, through
> Videl.

And since the ST-RAM is involved in *everything* that happens on the
Falcon-bus (Videl, DSP, DMA...) this is by far the most important figure
here...

>>I don't have one single problem with incompatibilies, but then I don't play
>>games on my Falcon...

> Games are not the only programs affected, but let's not get into some flame
> war about 'my stuff is better than your stuff'. That was never my intention.

Not mine either, but to be honest I'm a bit tired of people saying that
the 040 and 060 is "not compatible" (Have a look at kellis' CT2-page for
more nonsense (sorry kellis) about this), because my own experience is
quite the opposite.

> So, our taste in accelerators obviously differs, which is OK by me.

If the CT2 had been available when I bought the AB two years ago I don't
know what I would have bought. I was too conserned about compatibility,
and the chances are that I would have bought a CT2. It looks like the CT2
has an overall better design than the AB, but I'm very disappointed by
their choice of CPU and the missing through-port for the Falcon expansion
port.

> I agree that there is a huge difference in speed for FMUL, FADD, FSUB,
> and such other simple operations. But when you start needing 'trigs'
> and 'logs' and such stuff, then the 68882 wins without a contest,
> because the 68040 has none of it. In fact the number of FPU opcodes that
> the 68040 does not support is much larger than the number of supported

> ones, and software emulation is not as fast as direct 68882 execution.

I don't agree with you here, my own experience is that the 040 with
882-emulation still is a lot faster than a 882. Also, you have to remember
that Motorola left out the more advanced stuff from the 882 because...

a) They're very rarely used compared to the more simple instructions.
b) They can all (almost) be replaced with simple lookup-functions.

I must admit that I've never done any real benchmarks here, I've only
noticed the huge increase in speed in things like Ikarus or Mario
Becroft's Asteroids compared to my TT.

>>and despite of the slower clock my AB outruns the CT2 in
>>all areas except ST-RAM.

> To be honest I doubt that. I have the benchmarks too, and according to
> them there is a strange assymetry in AB40 FastRAM access speed, such that
> write access occurs at less than half the speed of read accesses.

OK, here's my nembench-results:

NemBench v2.1 - precision CPU/FPU profiler.

Integer multiply (16bit) -> 2.925 Mips (~477%)
Integer divide (16bit) -> 1.187 Mips (~328%)
Linear (stalled) integer -> 32.000 Mips (~401%)
Interleaved (piped) integer -> 32.000 Mips (~401%)

Float multiply (64bit) -> 6.606 MegaFlops (~2492%)
Float divide (64bit) -> 0.878 MegaFlops (~507%)
Linear (stalled) float -> 6.770 MegaFlops (~1270%)
Interleaved (piped) float -> 10.922 MegaFlops (~2053%)

16bit read (100% hit) -> 63.091 MByte/sec (~803%)
16bit write (100% hit) -> 64.102 MByte/sec (~1065%)
32bit read (100% hit) -> 125.786 MByte/sec (~801%)
32bit write (100% hit) -> 128.205 MByte/sec (~1923%)

Linear 32bit read (ST-Ram) -> 4.455 MByte/sec (~83%)
Linear 32bit write (ST-Ram) -> 4.192 MByte/sec (~65%)
Linear 32bit copy (ST-Ram) -> 2.175 MByte/sec (~67%)

Linear 32bit read (FastRAM) -> 34.675 MByte/sec (~652%)
Linear 32bit write (FastRAM) -> 22.696 MByte/sec (~351%)
Linear 32bit copy (FastRAM) -> 15.117 MByte/sec (~468%)

Linear burst copy (ST-Ram) -> 2.262 MByte/sec (~70%)
Linear burst copy (FastRAM) -> 19.739 MByte/sec (~611%)
Linear burst copy (ST->Fast) -> 4.035 MByte/sec (~125%)
Linear burst copy (Fast->ST) -> 4.013 MByte/sec (~124%)

Compared to the results printed in AC#12 this is faster than the CT2 in
every aspect except ST-RAM. The AB is a poorer design than the CT2, has
slower RAM, extremely slow ST-RAM access etc. so the 040 is responsible

for the speed. A CT2 with a 040 or 060 would probably have been a *lot*
faster than this.

> So while AB40 is appx 3% faster than CT2B in reading FastRAM, it also
> appears to be appx 56% slower in writing to it. Ok, so reading is a

Not according to my tests. My AB is ~10% faster in reading fastRAM
(34.675Mb/s compared to CT2 31170), and the CT2 is 6% faster writing (AB
22696, CT2 24227). Please note that my AB has 64Mb, perhaps there is a
difference if it only has RAM in one slot?

> Looking at the results for cache hits rather than physical RAM access
> gives even stranger results. While the AB40 cache is lots faster than
> CT2B for read hits (as expected), it is also horribly inefficient for
> write hits.

?? It's *faster* when writing here! (125Mb/s reading, 128Mb/s writing).
Perhaps you tested an AB with the copyback-cache disabled? If it used
writeback-mode writes would probably slow down to fastRAM-speed, around
20-25Mb/s.

>>Believe me, the Videl can not compete with even the lowliest ISA
>>graphics-card, regardless of bus- and pixelclock.

> I'm not sure what you mean by compete. I can define resolutions so
> high that I can't read the text, and still have the screen updated
> at a satisfactory speed. What more do I need ?

I mean that a modern graphics-card has better resolutions, faster updates
and generally performs a *lot* better that the Videl. Remember that a real
graphics-card does lots of stuff in hardware that otherwise is left over
to the CPU. E.g. almost all VDI-primitives are handled directly by the
graphics-card, which takes a *huge* load off the CPU compared to the
Videl. Also, when the graphics-card draws these primitives 10-20 times
faster than the CPU it's obviously insanely fast (compared to the Videl
that is...). A graphics-card would be even faster on a CT2, both because
it would be clocked faster and because writing bitmaps to it would be
twice as fast.

> I'm sure it is nice, but I don't see it as necessary.

Perhaps not, but it's nice to have the option, right? With the current CT2
you don't have that. Hopefully Centek will come to their senses and
reintroduce it, especially when Titans new graphics-card is ready.

> Also, to be honest I think that your intense dislike for Videl is much
> due to the fact that the AB can not even access the ST-RAM as fast as
> the unspeeded Falcon could. That would make a graphics-card a top
> priority for AB users. I know it would be for me then.

I don't *dislike* the Videl, I was very happy with it for several years.
But it couldn't (can't) display more than 256 colours without slowing down
to a crawl, and the complete lack of hardware acceleration means that it
never has the potential to be really fast. And I don't like the idea of

wasting CPU on stupid things like drawing lines and fill squares when it
just as well can tell the graphics-card to do it...

Believe me, a graphics-card is a *huge* improvement over the Videl,
nomatter what speed you run the poor thing at :-)

> I know, but I think there are ways for Centek to modify the decoding
> logic such that no 'weird' mapping is needed. This might require
> 'reburning' the ispLSI chips, of course, but I think it would be a
> worthwhile update. I'd even be willing to pay a reasonable amount
> for such an update, if they do implement it.

Does the PMMU slow down anything? If not, then I wouldn't worry. Software
that use the PMMU will have to preserve the current PMMU-tree anyway,
because all the newer machines/accelerators (Milan, Hades, CT2, AB) use
the PMMU. MiNT is already adapted to this, and the current beta supports
memory-protection on 040 and 060 computers. I don't know if it works with
the CT2 yet.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2509. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7h451rbdc1@nnrp1.deja.com>
Source record: 79053

In article <37335d70@nemo.idirect.com>,
dreibel@idirect.com (Daniel L. Dreibelbis) wrote:
> I'm currently using SPIN myself under MagiC 5.11, and find that
it
> is very stable. In fact, I find that it can read a number of CD-ROMs
> that crash the system under ExtenDOS. The only problem I'm finding,
> though, is when I run the record off CD option in CDPlayer, that it
> records everything very jumpy - that's where ExtenDOS comes in and
> where it shines.

1) Which BOS driver are you using when running SPIN?

2) Does your CD-ROM support exact positioning when audio grabbing
(ddstest.ttp will tell you...)? If this is not the case, you need a
program which knows how to do jitter correction when grabbing. The SPIN
archive itself does not contain a tool like that (why? because it's an
application, not a driver).

> BTW, I just bought a new Toshiba 40x speed for my system - and
> I'll probably be writing a review on it for an upcoming Atari
> Computing. Not only is it faster, it's also opened up some
interesting
> new compatability stuff for Atari users - for one thing, I can now
read
> the software tracks on the Enhanced CD format music CDs! You'd be
> amazed to find out what I've found on my Sarah Mcclachlin and Primus
> CDs :)

Hmmm. All you need to have to be able to access these CDs is a
multisession capable drive. I don't think that any drive sold in the
last 4 years came without that capability...

--
Julian Reschke (mailto:reschke@muenster.de)

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2510. FS: ICD SCSI controller (ST, I think!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: johnmbXX@mindspring.com
Message-ID: <37358c37.5199185@news.mindspring.com>
Source record: 79054

I have a ICD AdSCSI-PLUS ST card, and cable for sale.
I believe it to be working but have no way of testing it.
For $20 postpaid, you can test it.... :-)
Best
/John

johnmb@REMOVETHESECAPSmindspring.com

2511. Re: Lost all my mail... :(

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h42suskv3@news.campuscwix.net>
Source record: 79055

On 7 May 1999 16:55:19 G, Jo Even Skarstein wrote:

->/etc/ppp/ip-down is not really a disconnect-script, it's a script (or
->binary) that's called by pppd after a session is shut down. Since the
->problem appeared after a copy, I suspect that the script's x-bit isn't
->set, so try change that either with chmod or Thing.
->
->--
->
->/*
->** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
->**
->** beer - maria mckee - atari falcon - babylon 5
->*/
->.

Hi Jo. You mean "x bit" as in executable? Well, I did a chmod 777
on it, (and yes, I know thats "all out" but I was just trying to
get the darn thing to work!) as well as pulling up its attributes
under the show info option from Thing. Don't know if you caught it
or if its even relevant but I can run this script from a vcon and
it executes and does what I've got it scripted for, just fine. PPPD
is not running it maybe? Dunno, but its baffling to me...(and you
know-it doesn't take much to do that!) <grin>

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2512. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h4325$h8t$1@snipp.uninett.no>
Source record: 79056

Ronald Andersson <dlanor@oden.se> wrote:

> To begin with let me say that I've realized that we suffer from a very bad
> case of split terminology when it comes to CPU clocking. 68040 designers
> and retailers use one set of terms, whereas those that peddle 68030 stuff
> use another set, and neither group is unbiased. And naturally we users
> are also affected by that difference in bias, reading their docs.

I don't disagree with you on any of the CPU-related stuff you wrote, so I
won't comment that. Please note that when I refer to the CPU clock on the
040 I naturally mean the BCLK.

> The PCLK of 68040 is simply a separate signal for the cycles that both a
> 68030 and a 68000 would derive from the halfcycles of CLK, so that is not
> a fair measurement of the processor speed, though it does indicate the
> resolution of timeslots recognizable by the CPU.

AFAIK the PCLK is only used internally for timing/syncing, the FPU, ALU
etc. all run at BCLK. It's been a while since I last looked in the 040
manual, so I could be wrong, but generally the BCLK is accepted as the
"true" clock for the 040/060.

> You seem to be missing that CT2B also runs Combel and Videl at 50 MHz.

Yes, I obviously do.

> The software updating the screen RAM (normally NVDI) should of course run
> in FastRAM, so that only the screen data needs to pass Videl.

But the point with a graphics-card is that you don't have to let the CPU
do this! The CPU only has to tell the card "draw a line from x,y to
x1,y1", that's all. Filling, blitting, drawing the mouse-pointer etc. is
handled directly by the graphics-card, which means that the CPU can spend
valuable cycles doing something sensible instead.

Also, because the graphics-card has it's own memory it takes a huge load
off the ST-RAM, and if it has VRAM the access to the card is not affected
by refresh-rates or resolutions.

>>The slowest mode on my 1Mb DRAM Nova (16 bit) is ten times faster than
>>the fastest mode on the Videl...

> Come on, the fastest Videl mode uses one 16 bit word per 16 pixels.
> There is no way you can have a hicolour mode at the same rez 10 times
> faster when fed by the same system. That should not even be true for
> an unaccelerated Videl. You must be mistaken.

Look above...

> That would mean an average access time 160 times faster, for a state
> where Videl is extremely lightly loaded. Nope, I don't think so. :-)
> Either you are mistaken, or I misunderstood you.

You assume that the graphics-card is only a DAC and some RAM-chips, but as
I said this is not the fact. If it was, then ofcourse a graphics-card
can't be *that* much faster.

> Possibly AC tested an early version which really did have 32MB limit.

Actually, when I read it closer it looks like the author assumed that the
RAM-limit was dependant of the number of SIMM-slots. I would be surprised
if this was true.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2513. Re: Freebie copies of Atari Computing

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7h4431skv4@news.campuscwix.net>
Source record: 79057

```
On 8 May 1999 01:44:51 G, Lonny Pursell wrote:
->On 7 May 1999 17:37:26 +, "Joe Connor" wrote:
->>Hi y'all,
->>
->>I recently sent out around 40 copies and was hoping for some feedback. Did
->>anyone actually get one yet?
->>(Most of them were to US and Canadian destinations).
->
->Yes! Nice magazine indeed. Thanks again for the free copy.
->Now I need to figure out how to subscribe here in the US. ;-)
->
->_____________________________________________________________________
->Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
->WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet
->.

Systems For Tomorrow does subs for AC...their going rate is a 6 month
3 issue sub for $30, and a 12 month/6 issue sub for $55.00... OR.....

You could call my BBS once a month, and hope to win our Monthly give
away of an AC sub to 1 lucky caller... ;-)))))

<plug-alert sirens are going off across NA>

;-))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________________\/
```

2514. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drjmru.6daco1afui2cN@max01-047.enterprise.net>
Source record: 79058

<reschke@muenster.de> wrote:

> SPIN! contains a Mac HFS filesystem, but it currently only supports CD-
> ROMs. Extending it to read/write media is possible but would be much
> much harder...

This just caught my eye.. are you saying an Atari utility exists to
allow my Falcon to read Mac CDs? If so, I would be very very happy if
you could point me in the direction of the Spin utility :-)

Is it a completely new driver? I'm using Extendos atm.

Thanks

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2515. Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drjolm.1pzamlkk574sgN@max01-047.enterprise.net>
Source record: 79059

Just a quick question - are these two still in development?

I know MagiC is regarded as being better, but I liked this combo on my original Falcon years ago.. Just curious :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2516. WPC 2.1

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@delphi.com>
Message-ID: <7h4bi1foe1@nnrp1.deja.com>
Source record: 79060

Hello,

I uploaded a new version of Web Page Creator. It is just a bug fix (a year late), the Text Link and Image Link menu options now work correctly. Nothing else has changed.. it's still the simple little program it has always been.. nothing fancy.

to get it..
http://www.geocities.com/SiliconValley/8009/

Rob

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2517. Re: Use of two SCSI-drives.

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-dejanews.com>
Message-ID: <7h4c44$g4n$1@nnrp1.deja.com>
Source record: 79061

In article <7h3k58$f9q$1@news4.svr.pol.co.uk>,
stephen@wrag.freeserve.co.uk (Stephen Barszczak) wrote:

> I thought the Supra Drives had a host adapter in the case mate, if
> yours does the it will take the same ID as your other ICD card and
> that would stop it working I believe.

It has. I have tried to use both that adapter as well as the one found with my old ICD-drive, but none of them will be able to format the SUPRA drive. I have changed some jumpers to edit the ID-number for the SUPRA drive, so it shoudn't interfere with the ICD/seagate-drive.

Regards,

Joakim

Do I have to use some SUPRA specific formatting program?`
WWW: http://hem1.passagen.se/gokmase/atari

----------== Posted via Deja News, The Discussion Network ==----------
http://www.dejanews.com/ Search, Read, Discuss, or Start Your Own

2518. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926264031.6109.0.nnrp-02.9e985e5c@news.demon.co.uk>
Source record: 79062

Steve wrote in message <1drjfk9.1h0u1rf36f0rqN@max01-088.enterprise.net>...

>While you mentioned it - the disapearing mouse pointer! Is there a patch
>that I can download to stop this from happening? I've only had the
>Falcon/MagiC OS for around a month now and the bugger has disapeared
>numerous times! :-(

You need Guy Harrison's SD TidyUp from htttp://www.swampdog.demon.co.uk

It's not a patch, but if you assign it to a function key in MagxDesk it will
sort out all sorts of droppings left by badly-behaved programs, including
getting your mouse pointer back.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2519. Re: WANTED: Atari ST Review Issues 7 & 26 a

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7h4but$o59$1@plutonium.compulink.co.uk>
Source record: 79063

Hi Steve

>I'm after the above editions of Atari ST Review to complete my set of
>mags.

I can supply you with a brand new copy of issue 26 complete with
cover disk still in plastic attached to front cover!!!

Sorry, no number 7 or binders spare!

;-)

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2520. Reading Adobe Acrobat

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7h4duc$k16@nnrp2.farm.idt.net>
Source record: 79064

Hi,

Sorry if this is a second post, I encountered some problems
last nite posting.

I have a CD received with a new modem I purchased, which calls
for Adobe Acrobat in order to read/print etc of the documents.
Is there anything for the Atari to read this stuff? I use a
TT, 4meg ST/l6meg TT, Geneva, Crazy Dots II board, NVDI.

Just another victim of Gates 'Plug'n Play'

****
===== Frank Lawrence =====
===== Norman OK US =====
****

2521. [PUB]: New at the Belgian ftp-site: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3735cb321b992e1@ping.be>
Source record: 79065
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

Hello,

IMPORTANT

Please note that the Belgian ftp-site has a new IP.
One must use now "193.190.204.128".
In the near future the site will receive a proper DNS.
Due this major overhaul of the site I'm temporaly unable to do some new
uploads. I hope this will change very soon.

Regards
Martin

New at the Belgian ftp-site 193.190.204.128

****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE or SAKA@VILLAGE.UUNET.BE
SO THEY CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

******

MINT

ftp://193.190.204.128/atari/incoming/mint/filesys/ext2/e2-mint-diff.tgz
ftp://193.190.204.128/atari/incoming/mint/filesys/e2fsprogs-1.14-mint.tgz
ftp://193.190.204.128/atari/incoming/mint/filesys/ext2fs-0.50.lzh

UTILITIES

ftp://193.190.204.128/atari/incoming/internet/utilities/spawner1_40.zip

GRAPHICS

ftp://193.190.204.128/atari/incoming/graphics/funpaint.zip (version 04/04/99)

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2522. Re: Reading Adobe Acrobat

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: "K.C. Brooks" <brooksie1@home.com>
Message-ID: <3735C1BA.140E2384@home.com>
Source record: 79066

"Frank W. Lawrence" wrote:

> Hi,
>
> Sorry if this is a second post, I encountered some problems
> last nite posting.
>
> I have a CD received with a new modem I purchased, which calls
> for Adobe Acrobat in order to read/print etc of the documents.
> Is there anything for the Atari to read this stuff? I use a
> TT, 4meg ST/l6meg TT, Geneva, Crazy Dots II board, NVDI.
>
> Just another victim of Gates 'Plug'n Play'

Actually, Acrobat is an Adobe product which began life on the Mac. I take a moment every day to thank Bill Gates - if it weren't for him I'd be out of work. As it is, his idea of 'Plug 'n Play' keeps me employed just keeping his crap running at work. What a misnomer - Mac is truly 'Plug 'n Play' but Windoze???? Nothing could be farther from the truth.

-- Keith (email: brooksie1@home.com)
****
* Home of the Love of Labour 63 Avanti R2 *
* and the Labour of Love 62 GT Hawk *
****

2523. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905091352.a37519@wun.maus.de>
Source record: 79067

Hallo Ronald!

RA>Is that problem fully repeatable ?

It surely is. Must be some interference with the Screenblaster driver. As soon as I select "original" in the resolution menu, the machine will boot up without errors.

RA>But seriously, don't waste too much time on the LAN ports at this
RA>stage, because I really do think they need new driver modules to work
RA>properly.

Well, at present they are working quite stable. Not much worse than the midi ports, I suppose. Will undergo some testing this afternoon in order to see which connection is faster in overall performance.
[later]
The midi connection is a little bit more stable, giving me transfer rates around 3000 cps. But WebLight (or STinG) did crash several times, MagiC reporting corrupted memory blocks, followed by error #-69 and forcing me to reboot the machine. That happened with both midi and LAN connections, so there might be some internal problem.

RA>This assumes that the Milan too has Midi, as all TOS machines should
RA>have.

There is a midi card available, but I don't have one (yet).

RA>If it doesnt, you can still use Midi between the Falcons, and Modem 2
RA>from one of the Falcons to Milan.

That's what I'm using right now. And it's reasonably faster, too because I can use 57k6 on this port. Will try 115k2, too.
[even later]
115k2 is working, too. WebLight on the Milan, CAB on Falcon #1 will result in download rates of around 8000 to 10000 cps for medium-size files (50k to 100k; don't have larger ones available).

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2524. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905091355.a37520@wun.maus.de>
Source record: 79068

Hallo Ronald!

RA>I'll accept that conclusion when you report error free WebLight
RA>operation over LAN ports with BNet disabled. I'm fairly certain that
RA>such an attempt will also end in bombs, however.

I had it crashing without BNET yesterday, but in a second attempt several 100kB
came through with few errors. This time with WebLight on Falcon #1 and CAB on
#2, as discribed in on of my yesterday's posts.
I did change another thing, too: replaced Dan's CAB.OVL 1.3015 by Olivier's
5.53. This seems to have cured the Problems with CAB on Falcon #2, as it didn't
crash today with both LAN and Midi connections.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2525. New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3735d97a26c0c42@ping.be>
Source record: 79069

Hello,
just a quick note to say that there is a new version of aFTP available on
the website of the author.

http://www.pwp.cz/atack/prodlist.html

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2526. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3735d15040c310@zetnet.co.uk>
Source record: 79070

on Sun 09-05-1999 10:15 Krzysztof Maj wrote:

>Do you use the last version of Okami? (i.e. 283838 bytes long)

The version I have the o.prg is 266.485 bytes long...

>I have had the same problem with one of previous 2.0 versions (some
>weeks ago), but now it is fixed!

Do you know whether the fixed version can be download off of the Okami
website?

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Why are apartments so close together?

2527. Re: STinG (was: Re: Transfering files from Win 98 to Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3735e78817ed831@tripnet.se>
Source record: 79071

On Sun 09-05-99 13:19 (GMT) Gary Stollman wrote:

>I fixed the problem, sting.inf contained "a:\STING". I change the 'a'
>to 'A' and now it loads correctly. Now I have to find out how to
>connect to a PPP server over nullmodem cable :)
>

Seems like Peter Rottengatter has been a little lazy when covering up for user misstakes. There are several other places where STinG accepts wrong data without complaining leading to very strange behaviour. If used correctly though, it works very well.

To connect with ppp via nullmodem simply activate the corresponding port in "STinG Ports Setup" manually. It will then start sending negotiation packets. I do this all the time to a Win-95 computer. The Dialer is _not_ needed.

Be careful not to save the port as active. If you do STinG will try to negotiate when booting and if nothing responds (pc turned off, like it should be :-)) within less than an hour STinG crasches very badly, at least on my setup.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2528. Re: STinG (was: Re: Transfering files from

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3735dc25$0$494@news.zetnet.co.uk>
Source record: 79072

On 9 May 1999 07:26:38 G, Gary Stollman wrote:

>I managed to put STiNG on a disk, folowing all instructions I found on
>the net. But when it loads it says 'no modules installed'. All the
>stx files are in the sting directory. What's wrong ?

I guess that STING.INF (in the /AUTO/ folder with STING.PRG) does not
contain the correct path name for where you have put all the .STX

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2529. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drjz89.1yrtcij1snywnaN@max02-025.enterprise.net>
Source record: 79073

John Whalley <news@whalley.demon.co.uk> wrote:

> You need Guy Harrison's SD TidyUp from htttp://www.swampdog.demon.co.uk
>
> It's not a patch, but if you assign it to a function key in MagxDesk it will
> sort out all sorts of droppings left by badly-behaved programs, including
> getting your mouse pointer back.

I'll take a peak at that url. Thanks :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2530. STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990509160246.2502K-100000@halifax.chebucto.ns.ca>
Source record: 79074

Well, well, well....

I have been using STinG 115 and have had a devil of a time to get connected so I don't know if v120 is better or has solved the apparent 'bug' I discovered that was causing my grief.

I have used a 10 letter password for the past year to connect to my ISP via the PC (using Trumpet for Win 3.1), Apple II (using Marinetti for the IIGS), Amiga (using Miami for the A1200) and MacPLUS (using FreePPP) but was unable to connect using STinG with my Falcon.

I changed the password to an 8 letter password and it connected immediately - fast, easy and I had CAB up and running in seconds. Changing it to a 9 letter password, the connection and resolving hostname problems reoccured.

So.......

STinG 115 allows a 9+ letter password in the dialing script but only passes the first 8 letters through to the ISP, resulting in a failed link intialization. I don't know if this 'bug' (for lack of a better word) has been corrected in STing 116-120, but if anyone else who has been having the 'resolving hostname' problem is using a 9+ letter password, change it to 8 letter (maximum) password and see if it that helps.

I start my Falcon up to the desktop, I select STinG and watch the modules load in a line across the screen, I select STinG internals (in the control panels) and select Active, I start the dialer and select Connect. I now make a fast, great connection and start CAB (which I have a caveat about as well).

I use: MTU=1006, MSS=956, RWIN=3824 and PAP (although these may differ on your systems). When you start CAB, do NOT change the Home.html file to point to an online site. I do this with all of the other systems and have no problem but CAB 1.5 crashes with 2 bombs if I change the Home.html to anything but the German start-up page located on my C: drive.

See my next posting for problems with telnet.

Tony

2531. TelNOT!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990509161810.2502L-100000@halifax.chebucto.ns.ca>
Source record: 79075

Once I am online with STinG 115 and have finished browsing the web with CAB 1.5, I close CAB and start Peter's Rottergarter's telnet application.

I select Open and it prompts me for a name. I type in: chebucto.ns.ca on port 23 and I get our usual login screen. I type in my login and press Return.

The cursor accepts the login name and moves to the next line and.....

Nothing!

No password prompt comes up as it should. I have tried this repeatedly with no luck beyond this stage. It wasn't until I could connect with STinG that I could try telnet but now I can't get it to prompt me for the password. It just hangs with the cursor blinking below the word: login.

I can select Close in the options so the application isn't crashed and I can reopen it again to the same results. I can close and leave the application and go back to CAB with no problem. What's happening here? Is ther a debug script that can be used to help?

The ISP is stumped on this one so here I am again asking advice.

Tony

2532. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3735e55430cf7b90@holleman.demon.nl>
Source record: 79076

on Sun 09-05-1999 16:18 Tony Cianfaglione wrote:

>
> Well, well, well....
>
> I have used a 10 letter password for the past year to connect to my ISP
>via the PC (using Trumpet for Win 3.1), Apple II (using Marinetti for the
>IIGS), Amiga (using Miami for the A1200) and MacPLUS (using FreePPP) but
>was unable to connect using STinG with my Falcon.
>
> I changed the password to an 8 letter password and it connected
>immediately - fast, easy and I had CAB up and running in seconds.
>Changing it to a 9 letter password, the connection and resolving hostname
>problems reoccured.
>
> So.......
>
> STinG 115 allows a 9+ letter password in the dialing script but only
>passes the first 8 letters through to the ISP, resulting in a failed link
>intialization. I don't know if this 'bug' (for lack of a better word) has
>been corrected in STing 116-120, but if anyone else who has been having
>the 'resolving hostname' problem is using a 9+ letter password, change it
>to 8 letter (maximum) password and see if it that helps.

Hi Tony,

first of, congrats to have gotten Sting to run at last!

second: this should be further investigated. Tell you the truth: when I
read this msg about your password I really thought: this guy's screwing
his ISP with a fake-password, now I know you're not...
It amazes me that they allow passwords like that... Demon over here for
sure won't accept it!

Anyway, it's about time this stuff is being cleared up by the author(s)...
First time I actually hear/read about it :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2533. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: "Jens M. Felderhoff" <j.m.f@netcologne.de>
Message-ID: <87k8ui56pb.fsf@gibson.localdomain>
Source record: 79077

Martin-Eric Racine <q-funk@pp.fishpool.com> writes:

> You _DON'T_ run MiNT _and_ Linux together. They're both OS.

The thin is, my ST is broke and I still want to run MiNT
programs. That's why I installed STonX on my Linux box.

So rather than running borh Linux 68k and MiNT on an ST I'd like to
run MiNT on a STonX virtual ST which runs under Linux.

Cheers

Jens
--
Jens M. Felderhoff

home : j.m.f@netcologne.de
office: jmfelder@baan.com

2534. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7h4s78$i77$1@news1.xs4all.nl>
Source record: 79078

On 9 May 1999 19:11:54 +, Gordy wrote:
>on Sun 09-05-1999 10:15 Krzysztof Maj wrote:
>
>
>>Do you use the last version of Okami? (i.e. 283838 bytes long)
>
>The version I have the o.prg is 266.485 bytes long...
>
>>I have had the same problem with one of previous 2.0 versions (some
>>weeks ago), but now it is fixed!
>
>Do you know whether the fixed version can be download off of the Okami
>website?
>

I did so about a week ago !!

Greetings, Rein

2535. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FBHJEy.JBp@cix.compulink.co.uk>
Source record: 79079

In message <19990505070707.12599.00002433@ng-fz1.aol.com>, bgarvey355@aol.com said:

>ok I'll simplify my madness for everyone
>1024 * 1024kb=1048576 bytes=1Mb

Yes. But (according to something I read yesterday) according to newly
issued standards there is now a 'binary Kilobyte' and 'binary Megabyte'
with abbreviations Kib and Mib respectively. This is to differentiate
between powers of 10^3 for 'ordinary' units and powers of 2^10 for binary
units. So I guess we should all get used to writing Kib/Mib now. Or
should the 'b' be a 'B' to differentiate between bits and bytes?

Regards, /Peter/

2536. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <373586c05fad50@HORMEL.bc.sympatico.ca>
Source record: 79080

on 09-05-99 Martin "Nightowl" Byttebier wrote:

>Hello,
>just a quick note to say that there is a new version of aFTP available on
>the website of the author.
>
>http://www.pwp.cz/atack/prodlist.html

The new version of aFTP (1.52b) is actually slower during uploads than
the previous version (this under STinG 1.20 and MagiC). For me the 'event
loop' fix has made things worse.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2537. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926289512.136.30@news.remarQ.com>
Source record: 79081

On 9 May 1999 16:04:54 +, Steve wrote:
>Just a quick question - are these two still in development?
>
>I know MagiC is regarded as being better, but I liked this combo on my
>original Falcon years ago.. Just curious :)

Hummm...
Good question indeed.

They are still avilable as new products for sure.
Dan also does a very good job with technical support and such on all
Gribnif products. As for upgrades, fixes and changes? No promises
that I know of. Sometimes it's just a surprise, and a new patch
comes comes along for Geneva/Neo.

Really, from what I can tell, Geneva is a super clean AES and a nice
addition to the utilities on the hard drive. It has fallen a bit
behind in that many developers still on the scene these days make use
of newer AES and Magic calls not present in Geneva. In this case,
it rarely affects the software working, but may cause unwelcome alerts
to be displayed via Geneva because it can't find such calls. Really,
I guess the software is at fault for not checking the AES first and
disableing those calls, but, anyway, that's the only problem I've
ever had with Geneva. Once again, such programs usually WORK fine
under Geneva aside from the dialogs that pop up here and there.
Example of this behavior are with later versions of QED, where accessing
the TOS clipboard via cutting and pasting present a dialog before
writing to the clip folder, and many applications, such as the STing
dialer that send some AES call before terminating that prompts a
dialoge. Again, it all 'functions' just fine.

If you're really wanting the Latest full support, you might look into
N.AES or MagiC.

On Desktops...
NeoDesk 4 is also falling behind thoe it's a wonderful desk top.
If you intend to use VFAT hard disk partitions for long file names under
MINT/N.AES or MagiC, then you'll wish to move on I'm afraid, as NeoDesk 4
doesn't deal with these yet (it works fine, but windows will display the
normal FAT file name, alla im.a.long.file.name would show up as IM.A).
NeoDesk also lacks some of the newer functions to limit memeory, and
some other flags supported by MagiC and N.AES/MINT.

More current Desk Tops out there are Thing, and Jenie (is that correct?),
and MagiC also comes with Magxdesk in the package. Magxdesk isn't bad,
but VERY basic compared to some of the relacements out there.

Brian

2538. 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Danny Jordan <dannyjordan@worldnet.att.net>
Message-ID: <7h53jl$is3$1@bgtnsc02.worldnet.att.net>
Source record: 79082

I have a 1040STe with 4 Mb of RAM that I use with a MIDI program called On-Stage. Also have Cubase. I am looking for a second machine. I need to find out more information on the various 1040STs. Ex. 1040ST, 1040STf..etc... Which ones can use how much RAM. I need more than 1 Mb to run as a MIDI file player.

Thank you very much in advance!

--
Regards,
Danny Jordan
dannyjordan@att.net

2539. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905091306.a34373@su2.maus.de>
Source record: 79083

Hi Derryck,

DC>I've finished translating the strings in the binary of this well
DC>respected MagiC VFAT, large partition and (new for 2.8) BigDOS
DC>supported disk checker and defragger (thanks to Peter West for the
DC>initial work).
that's fine! Could you please send it to me via email? I'd prefer acompressed archive (LZH, ZIP, ARC, TGZ or whatsoever) and in UUE or MIME format.

Thus, I could hand it over to the author, Hans-Peter, who is offline for some time, but who would appreciate to be able to complete the version he spreads with an english manual.

As a french version is being made, three languages should be available soon, as is the 2.9 running on my TT since a couple of weeks.

As the program speaks English, which will not be changed or translated, please use the correct English spelling, "OPTIMIZE". Any correction or suggestion is welcome, and I promise to forward it to HP.

Final remark: If you agree, I'll send the 2.9 version to you, as soon as Hans-Peter declares it ready for being spread.

Peter

2540. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905091251.a34372@su2.maus.de>
Source record: 79084

Hi Gary,

GS>But it still does not explain why suddenly I cannot read my old atari
GS>disks any more since I switched to Win 89. Maybe my pc's diskdrive is
GS>broken.
maybe it's only Windows? It's not a bug, it's a feature... :-)

Peter

2541. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905091250.a34371@su2.maus.de>
Source record: 79085

S>Or a way to make an Atari 1040ST read High Density disks?
You'll need a HD-compatible floppy controller, WD-1702-02 or Ajax and a few hardware modifications, no great work however.

And a high density drive by any producer...

peter

2542. Re: Replacing HD in Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905091309.a34374@su2.maus.de>
Source record: 79086

Hi Gary,

GS>The HD of my megafile 60 is sort of dead, can I replace it with just
GS>any MFM hd ?
if I remember well, the megafiles were RLL drives, which may be a bit different from MFM.

Peter

2543. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3736031d@nemo.idirect.com>
Source record: 79087

>
>> BTW, I just bought a new Toshiba 40x speed for my system - and
>> I'll probably be writing a review on it for an upcoming Atari
>> Computing. Not only is it faster, it's also opened up some
>interesting
>> new compatability stuff for Atari users - for one thing, I can now
>read
>> the software tracks on the Enhanced CD format music CDs! You'd be
>> amazed to find out what I've found on my Sarah Mcclachlin and Primus
>> CDs :)
>
>Hmmm. All you need to have to be able to access these CDs is a
>multisession capable drive. I don't think that any drive sold in the
>last 4 years came without that capability...

to tell you the truth, I recently replaced a 2x NEC CD-ROM drive
with the 40x Toshiba. Although the NEC was claimed to be multisession
capable, I was never able to read those particular Enhanced-CD format
disks - which is why I was very pleasantly surprised when I popped
SURFACING and RHINOPLASTY in the Toshiba and was able to read the
software tracks. (Now, if only the makers of MoviePlayer and AniPlayer
can come up with updates that can read the .MOV files on these releases
- I wanna see and hear how Primus handled "The Devil Went Down To
Georgia"!)

There were other things flaky with the NEC as well - it would choke
on particular of my music CDs, and because I live in an apratment with
a slightly offset floor, I actually had to install it tilted inside my
hard drive tower case - the Toshiba installed without tilting, and so
far had only choked on one audio CD, almost all of my trouble ones work
on this drive. I think Nima mentioned at one time that earlier NECs can
be tempermental beasts at times :)

BTW, the NEC recently went to my mother this Mothers Day for her
Mac IIci, along with a bigger internal drive, the proper cabling, and a
copy of the This Is Spinal Tap CD-ROM box. :)

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2544. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990509230716.5966D-100000@halifax.chebucto.ns.ca>
Source record: 79088

Hi Louis,

The ISP allows 9+ passwords and the STinG Dial script allows 9+
passwords so it never dawned on me that this was a problem. As I said,
the PC, Mac etc all sent the larger password through with no problem.
However, STinG is only passing through a maximum of 8 chaacters,
truncating the rest and my ISP is returning an 'invalid login' reply.

Well, no wonder!

If this indeed turns out to be the case, then STinG should be modified
to allow no more than 8 characters in its dial script regardless of what
the ISP allows or take the limitation out of STinG, whichever the
programmers decide to do. As I said, this may have already been done with
STinG 116-120 (I am using 115).

With that said and done, I whipped out my backup Falcon (I picked up a
second one for a good price) and installed STinG and CAB on that and it
connected with no problem, now that the password problem has been fixed.

Tony

On Sun, 9 May 1999, Louis wrote:

> on Sun 09-05-1999 16:18 Tony Cianfaglione wrote:

> > I have used a 10 letter password for the past year.....

> first of, congrats to have gotten Sting to run at last!
>
> second: this should be further investigated. Tell you the truth: when I
> read this msg about your password I really thought: this guy's screwing
> his ISP with a fake-password, now I know you're not...
> It amazes me that they allow passwords like that... Demon over here for
> sure won't accept it!
>
> Anyway, it's about time this stuff is being cleared up by the author(s)...
> First time I actually hear/read about it :-)

2545. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990509231613.5966E-100000@halifax.chebucto.ns.ca>
Source record: 79089

Hi Louis,

On Mon, 10 May 1999, Louis wrote:

> I recall you sent a posting with the debug log from Dialer a few days ago,
> IIRC it stated the sent password as "testforppp"... meaning all 10 chars
> went out. So, somehow this remains a mystery...
> If all your account(s) are with the same ISP, it couldn't be a length
> problem with them, since "Marinetti" is 9 chars as well.
> This one puzzles me too!

First of all, Marinetti isn't a password; it's the TCP/IP program for the Apple II, like STinG is for the ST. I used the identical password for each system in testing.

Secondly, you're right, the debug script did show the password as 10 letters but the ISP was only showing 8 letters received. We changed the password to an 8 letter one and the ISP reports receiving all 8 letters. The other platforms' PPP programs passed through the 10 letters and the ISP reported receiving all 10 letters. Could something in STinG have caught the last 2 letters prior to the final sending them out the modem lines?

Tony

2546. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h2jot$a49$1@snipp.uninett.no>
Source record: 79124

```
Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote:
>> If you read the review in AC#12 it says:
> While I can't guarantee the accuracy of the CT2 review I can say Shiuming
> Lai is in regular contact with Centek and takes pride in the accuracy of his
> articles.

I know, that's why I quoted him ;-) He clearly (IMO) says what I say - the
CT2 does not run the Falcon motherboard at 50MHz.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2547. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h2kbc$a49$2@snipp.uninett.no>
Source record: 79125

Ronald Andersson <dlanor@oden.se> wrote:

>>>As for NOVA, I have no idea. What do you need it for ?
>>
>>Only for an AB040 ;-) because acces to ST-ram are more fast on a normal
>>FALCON.

> What ?!? And why ? (ST-RAM decelerator... :-)

The 040 and 060 does not support dynamic bus-sizing, i.e. it can not directly access ST-RAM. Motorola has a separate bus-sizer, but for some reason this is not used in the AB. Instead it has implemented this functionality in a Mach-chip, and apparently the implementation is not particularly efficient.

Note that this does not slow down the ST-RAM itself, so the Videl is not affected. Ofcourse, the CPU can't move stuff around in ST-RAM as fast as with a CT2 so graphics will be slower, but refresh-rates etc. are not affected.

The Mach-chips on the AB is it's weakest point, because they...

a) Does not implement bus-sizing very efficiently, hence slow down ST-RAM access.
b) Can't handle speeds over 40-42MHz.

The power of the 040 outweighs these disadvantages though, and I would really have liked to see a CT3 with a 040 or 060 :-) The CT2 looks like a much better design than the AB, but since Centek most likely won't kill the market for their Phenix (due sometime in 2003) we will never see a Falcon-accelerator with a decent CPU-upgrade from them.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2548. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3734d689$0$493@news.zetnet.co.uk>
Source record: 79126

>>not quite!, Magic will have a problem unless you have the TUS drivea
prg
>>in the auto folder which by the way will let you use the HD drive with
>>anything from tos1.4 upwards
>
>Ah. Now that's handy to know: I knew about the patch program but hadn't
>realised it allowed you to use HD discs in TOS earlier than 2.06.
Presumably
>you can't format them without a separate formatter, though. Upgrading to
an
>HD drive has been on my list of potential upgrades for my STE for a
while...
>
>TTFN
>John

I only found out about three years after I installed one when I mentioned
the Magic problem to Dave at TUS,before that I was forever having the
wrong disk at hand I do have switching tos but need to run tos 1.6 to get
the best Notator / nvdi set-up for some of my work, there is another
little prg that sits in the auto that will let you format HD from the
desktop if you dont have anything else
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2549. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3734DB6C.97B34677@ihug.co.nz>
Source record: 79127

Hi there,

John Whalley wrote:
> >MAGXB032.PRG
>
> MAGXBOOT for 030 machines. Gives added memory protection for the kernel (?).

I think it isn't for 030 machines in partcular. I seem to remember
that users of Outside Virtual Memory Manager need this to boot MagiC
instead of MAGXBOOT.PRG. Otherwise MagiC will not like Virtual Memory

Regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2550. VGA Card for Mega ST 4?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926215614.207.51@news.remarQ.com>
Source record: 79128

Any idea where I might find a VGA board for a Mega ST 4?
I remember there once was some made...such as Crazy Dots...

Brian

2551. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7h2odd$nh@enews2.newsguy.com>
Source record: 79129

On 7 May 1999 07:59:21 G, Uwe Seimet wrote:

>As already said this is a question of timeouts and thus can be
>influenced with CAF_FIX.
>What happens if you transfer a large block of data in a single transfer
>to a slow device and the transfer takes more than 30 seconds? If you
>have a hard disk driver that issues a SCSI reset after 30 seconds you
>will never get this transfer done...

Alright then, I will try HD Driver again with background DMA "off" and I'll run CAF_FIX as well. If this keeps the occasional hard drive freeze ups to under 30 seconds, and everything works after they unfreeze, then I guess I won't need ICD Pro any more.

Please understand that I am not trying to put down HD Driver, I just found it a bit annoying that a supposedly inferior product (ICD Pro) dealt with these freeze ups so much better (at least in _my_ particular setup). Anyway, thanks for the information. I'll report back after more testing.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2552. Knightmare and Knight Fight??

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990508225526.09777.00000934@ng18.aol.com>
Source record: 79130

Hi,
someone had this game for sale for ten dollars along
with an St. I am interested in the game big time, so if
that person sees this, please contact me.
james.

2553. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3735418a9d17940@oden.se>
Source record: 79131

on Sat 08-05-1999 13:53 Martin-Eric Racine wrote:

>On Sat, 8 May 1999, Ronald Andersson wrote:
>
>> There's probably nothing wrong with the hardware of the LAN port.
>
>Actualy, Michael Ruge mentions a couple of things in CHIPS555.HYP
>but since my German is rusty, I'm not sure what to make of it.

Actually my greatest problem with the CHIPSxxx.HYP series is that there
is no well planned index, so one has to read half the HYP in order to
find anything. At present I only have CHIPS550.HYP and in it I can't
find any reference to a LAN hardware design error.

>> All of this indicates that the LAN sections of SCC.PRG are bugged and
>> in bad need of debugging or rewrite.
>
>Make that, the whole HS-Modem is bugged. On my Stacy, I cannot
>use MIDI.PRG with MiNT. It freezes the machine during bootup.

I disagree. The fact that one module does not work on one machine type
does not invalidate the rest of the package. It rather indicates that
there may be some difference in that machine which motivates a special
module to be developed, just like some of the new TOS clones need some
such modules that differ from the old ones.

Also, your problem needs more detailed testing. For example, does the
MIDI.PRG work better without MiNT ? Then it might just be a problem
with that MiNT kernel running on a STacy, and being triggered somehow
by an operation involving the Midi driver. Was this with or without
MiNTnet ? That could also play a significant role in this problem.

A lot more detail is needed as a basis for condemning an entire package,
without which most Atari machine are incapable of safe high speed serial
connections.

>Seems to me it's about time someone wrote some opensource, freeware
>replacement drivers for our platform.

Go right ahead ! I'm all in favor of that.

I simply think that HSModem can not be replaced very easily,
and that it is not quite as bad as you make it out to be.
IMHO the quickest improvement of the situation would be to
develop some improved HSModem driver modules.
(And even that won't be so easy.)

For this we need Harun to release the programming libs
needed to interface a driver module with DRVIN.PRG.
And of course, any programming examples for it that
he is willing to release. (Preferably real modules.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2554. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3735418a9d17941@oden.se>
Source record: 79132

Hi Jo Even,

To begin with let me say that I've realized that we suffer from a very bad case of split terminology when it comes to CPU clocking. 68040 designers and retailers use one set of terms, whereas those that peddle 68030 stuff use another set, and neither group is unbiased. And naturally we users are also affected by that difference in bias, reading their docs.

I've been sitting here, reading 'in stereo' from the microprocessor manuals for several hours now, trying to match the info with what I already knew, and some things I merely thought I knew (now discarded) concerning how the two processors are related.

The result is that this post is a lot longer than I had planned to make it, but I hope you will find some of the info interesting.

Please note that some of the stuff in this post is not aimed at you, but is rather intended for those like me, who are not all that familiar with 68040.

on Sat 08-05-1999 11:09 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: CT2B does use a bus speed of 50 MHz
>
>This is not correct, the Falcon-bus runs "only" at 25MHz.

In that case you might as well say that a standard Falcon runs at 8 MHz. I was not speaking of a limited part of the Falcon-bus, but about the bus of the CPU itself. But in fact this 50 MHz bus does reach into the Falcon too, even though access speed of the components there are limited in some ways, and for various reasons.

Allow me to explain what I mean by bus speed:

On a 68040, all internal CPU activity is clocked bt PCLK, while all external activity (eg: bus access) is clocked by BCLK, but for various very technical reasons BCLK _must_ have half the PCLK speed.

Motorola state that for a 20 MHz CPU the PCLK cycle must be at least 25 ns (max 40 MHz), while BCLK must be at least 50 ns (max 20 MHz), which does indicate that they evaluate 68040 speed as max BCLK frequency.

On a 68030, all internal CPU activity is clocked by CLK halfcycles, while external activity is clocked by full CLK cycles equivalent to BCLK cycles, except that waitstate cycle insertion can be made with halfcycle accuracy. (That last sounds odd, but is clear from Motorola diagrams.)

Motorola also state that a 20 MHz 68030 may have a CLK speed of max 20 MHz, making it obvious that they evaluate 68030 speed as max CLK frequency.

These are fairly strong arguments for saying that CLK frequency is the bus speed of a 68030, equivalent to BCLK on a 68040, but an access example will show this clearly.

eg:
A 68040 in line burst mode fetches 4 longwords on a 32 bit bus in five full BCLK cycles, if no wait states are needed.

A 68030 in line burst mode fetches the same data in 10 CLK halfcycles, and if no waitstates are inserted this is the same as 5 full CLK cycles.

Consequently CLK speed of a 68030 is the same as its bus speed, which does correspond directly with the BCLK of a 68040.

The PCLK of 68040 is simply a separate signal for the cycles that both a 68030 and a 68000 would derive from the halfcycles of CLK, so that is not a fair measurement of the processor speed, though it does indicate the resolution of timeslots recognizable by the CPU.

For calculations a 68040 user might make based on PCLK he should simply replace that by 2*CLK when relating to a 68030 or 68000 CPU. So in this sense it can be said that a CT2B has a PCLK of 100 MHz, but its real speed should never be described as other than 50 MHz, its bus speed.

>The CT2 itself
>(CPU, FPU, RAM) runs at 50MHz though. This is basically the same design as
>the Afterburner and Mighty Sonic, except that the Afterburner don't work
>at speeds over 40-42MHz.

You seem to be missing that CT2B also runs Combel and Videl at 50 MHz. Please note that I don't mean pixel clock only, although that is raised to 50 MHz as well (with 32MHz clock moved to ExtCLK, unless disabled).

Obviously ST-RAM access can never be as efficient as FastRAM, since it has to go through Videl, which also makes its own access bursts. But even ST-RAM accesses are accelerated, though not by as large a factor as some other stuff. It is, however, accelerated by more than just the factor 50/32, as CT2B also reoptimizes various access cycles.

ST-RAM may be what you meant by speaking of a 25MHz Falcon bus, but that is not really correct. There are other things in the system apart from the ST-RAM, and none of those are accessed through Videl. In access to all of them the bus speed is 50 MHz, though they may need waitstates before they can respond.

----- snip ----- re: Videl is a pretty good graphics chip
>
>My experience with my Afterburner and Nova is quite the opposite. Even
>with a 25MHz bus the Videl is still lightyears behind my graphics-card.

I never said that the graphics-card were bad. What I said was that I myself see no need of a graphics-card as Videl fills my needs. It is

possible that my needs may change in future, but for the present I am
quite hapy with the resolutions and speed I get with Videl.

>Also, all access to videoram goes through the Falcon-bus, so on the Videl
>all graphics will be significantly slower in 16-bit than 256 colours,
>which again is a lot slower than 16 colours.

The speed loss per added plane increases as the number of planes increase,
that much is true. But it should not lead to significant slowness unless
using extremely high resolutions or unnecessarily high scan rates.

eg: Vertical rates above 100 Hz are not meaningful, as we don't see flicker
at such frequencies anyway. It's twice the frequency of ordinary PAL
television.

The software updating the screen RAM (normally NVDI) should of course run
in FastRAM, so that only the screen data needs to pass Videl.

>The slowest mode on my 1Mb DRAM Nova (16 bit) is ten times faster than
>the fastest mode on the Videl...

Come on, the fastest Videl mode uses one 16 bit word per 16 pixels.
There is no way you can have a hicolour mode at the same rez 10 times
faster when fed by the same system. That should not even be true for
an unaccelerated Videl. You must be mistaken.

That would mean an average access time 160 times faster, for a state
where Videl is extremely lightly loaded. Nope, I don't think so. :-)
Either you are mistaken, or I misunderstood you.

----- snip ----- re: supposed low CT2B FastRAM limit (it's 128 MB)
>
>128Mb?? According to Atari Computing it's only 32Mb, which isn't that much
>if you're into graphics or have a lot of stuff running in the background.

Their information is old. The boards were manufactured with that limit,
sure, but since the decoding logic is in-situ-programmable and the boot
ROM is Flashable, it was not so hard for Centek to fix when they changed
their minds.

Possibly AC tested an early version which really did have 32MB limit.

>128Mb is *not* pathetic, especially not since the AB can only handle 64Mb
>;-) (I find that a bit to limiting, but I can live with it).

Considering what we had before expanding our Falcons, I guess we can ;-)

>> myself find 32 MB FastRAM quite satisfactory, and since I still have my
>> 14 MB of ST-RAM I'm now using a total of 46 MB RAM. Why is that pathetic ?
>
>I have a total of 68Mb in my Falcon/Afterburner, and with everything
>loaded and running I have 50Mb free. That's without any apps at all...

I've currently got 25MB of FastRAM free, but that is with Everest and OKami
running of course (probably some fragmentation too), and MagiC, NVDI, and

all the other \AUTO\ stuff of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2555. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3735418a9d17942@oden.se>
Source record: 79133

Hi again Jo Even,

I've just finished a pretty large post on the same subject as this,
and so I won't be as verbose in my reply to this one. I will reply
to this one assuming that the reader has seen the other, to avoid
having to repeat all that stuff here.

on Sat 08-05-1999 11:35 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>> Whereas most other Falcon accelerators are limited to 40 & 20 MHz for
>> CPU and bus respectively,

Well, the above is not really the case of course, I was a bit mixed up
about various ways of describing speeds due to earlier misinformation.
I've now studied the 68040 manuals a bit closer. (see my other post)

>> CT2B is alone in having accomplished 50 MHz
>> for _both_. No other accelerator is meaningful to use with CT2B, as
>
>I find it *highly* unlikely that the CT2 drives the Falcon-bus at 50Mhz,

Well, that depends on what you mean by this. The fact is that the bus
connected to the Falcon is the same bus that comes from the CPU, and
that bus is most certainly a 50 MHz bus, by Motorola definitions.

>especially considering how difficult it is to run it at 25Mhz with other
>accelerators... Also, most of the chips on the Falcon (e.g. Combel) can
>not run at this speed. Not to mention the ST-RAM itself which barely runs
>at 25MHz...

The stuff does run, but obviously we can not expect all access to return
data without waitstates, on a bus this fast. That's not possible. But
since the bus is fast it is possible to optimize the accesses, since the
waitstates inserted have a finer resolution.

The ST-RAM is another story entirely, because it is not directly connected
to the CPU bus of the Falcon. It is only indirectly connected, through
Videl.

>I'm 99% sure that the Falcon itself runs at "only" 25MHz, while the CT2
>runs at 50MHz.

No. Both CT2B and Falcon busses run at 50 MHz, but naturally this does not
mean that chips which needed waitstates even at normal Falcon speed can
manage without such at an even higher speed. Of course not. And it is
equally obvious that some who did not need it at the old speed now may

need a waitstate or two to get along.

>The benchmarks published by Atari Computing also indicates
>that, as ST-RAM access is "only" twice as fast as on my Afterburner (which
>again is about 20% slower than on a standard Falcon).

I never said that miracles can be performed. Nevertheless, the acceleration
achieved is greater than the 56% to be expected from the Videl clock change,
due to optimized access means of CT2B.

>If you read the review in AC#12 it says:

That's a bit hard to do, since I don't have it. ;-)
But I do have equivalent benchmarks anyway.
(At least I think they are equivalent.)

>"During development, the CPU to fast RAM and Falcon motherboard interface
>was 25MHz, now it's always running at a full 50MHz, with wait states for
>slower hardware like the Falcon motherboard, rather than switching the CPU
>down to 25MHz for every access."

This sounds entirely correct to me. The bus does run at 50 MHz, and chips
which can't respond without waitstates are given such, just as on any other
bus design. What's wrong with that ? It's a standard design practice.

>> they are all slower and less efficient.

Well, the above may have been unwarranted. I know it is true of some,
but I should not have made so sweeping a statement when I am not really
familiar with all accelerators.

>>Also, since a 68030 CPU is used there is no problem with CPU
>>incompatibilities such as has been the case for accelerators based
>>on newer processors.
>
>I have a 040 myself and wouldn't trade that for a 030 at *any* speed...

I wasn't trying to talk anyone into doing that. The main point was that for
anyone who has chosen to install a CT2B it would not be meaningful to try
combining that with some other accelerator.

>I don't have one single problem with incompatibilies, but then I don't play
>games on my Falcon...

Games are not the only programs affected, but let's not get into some flame
war about 'my stuff is better than your stuff'. That was never my intention.

I did mention some drawbacks of using other processors, sure, but you know
that there is truth in what I said, even if you do not use programs that
suffer from it. I also mentioned several drawbacks of the CT2B, and
explained why I still think the advantages outweigh them.

So, our taste in accelerators obviously differs, which is OK by me.

>Anyway, the 040 is so much faster than a 030, and only marginally more
>expensive. E.g. it's FPU is about 15 times faster than a 882 clocked at
>the same rate,

I agree that there is a huge difference in speed for FMUL, FADD, FSUB,
and such other simple operations. But when you start needing 'trigs'
and 'logs' and such stuff, then the 68882 wins without a contest,
because the 68040 has none of it. In fact the number of FPU opcodes that
the 68040 does not support is much larger than the number of supported
ones, and software emulation is not as fast as direct 68882 execution.

But sure, I too would love to have those speedy FMUL operations etc.
They really are quite impressively fast. Too bad Motorola didn't
make a 68883, implementing the fast conversion routines of 68040,
because that is the main reason for the huge speed difference.

eg: For an FDIV operation the max 68882 calculation time is 20 cycles,
but it will additionally spend appx 100 cycles in converting the
input and output values. Which the 68040 does in 6 cycles !

>and despite of the slower clock my AB outruns the CT2 in
>all areas except ST-RAM.

To be honest I doubt that. I have the benchmarks too, and according to
them there is a strange assymetry in AB40 FastRAM access speed, such that
write access occurs at less than half the speed of read accesses.

So while AB40 is appx 3% faster than CT2B in reading FastRAM, it also
appears to be appx 56% slower in writing to it. Ok, so reading is a
more frequent operation than writing, but I think I prefer the even
speed distribution of CT2B.

Looking at the results for cache hits rather than physical RAM access
gives even stranger results. While the AB40 cache is lots faster than
CT2B for read hits (as expected), it is also horribly inefficient for
write hits.

This is really strange, since for the CT2B FastRAM write access is
faster than read access, and for cache the write hits are only about
18% slower than the read hits.

>> As for NOVA, I have no idea. What do you need it for ?
>
>Hehe, you've obviously never see one in action...

Right, I've never seen any graphics-card for a Falcon.

>Believe me, the Videl can not compete with even the lowliest ISA
>graphics-card, regardless of bus- and pixelclock.

I'm not sure what you mean by compete. I can define resolutions so
high that I can't read the text, and still have the screen updated
at a satisfactory speed. What more do I need ?

I'm sure it is nice, but I don't see it as necessary.

Also, to be honest I think that your intense dislike for Videl is much
due to the fact that the AB can not even access the ST-RAM as fast as
the unspeeded Falcon could. That would make a graphics-card a top
priority for AB users. I know it would be for me then.

----- snip ----- re: special PMMU usage for CT2B in FastRAM mode
>
>There's also other uses, like memory protection, or paging to prevent
>fragmentation. MMU-support for CT2 is IIRC in progress in FreeMiNT.

I know, but I think there are ways for Centek to modify the decoding
logic such that no 'weird' mapping is needed. This might require
'reburning' the ispLSI chips, of course, but I think it would be a
worthwhile update. I'd even be willing to pay a reasonable amount
for such an update, if they do implement it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2556. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37353c08228130@zetnet.co.uk>
Source record: 79134

on Sat 08-05-1999 18:58 Krzysztof Maj wrote:

>>The top part of the dialog box where it says FROM: has something like
>>FROM:zetnet-a(Gordy) on it.What I used to do before was click on login
>>from the menu then have type in my login name and the problem would be
>>solved but the login does not work anymore.
>
>On my MEGA STE4 with TOS 2.06 I can change my login as many times as I
>need. Maybe it is a problem with MagiC?

The strange thing is the last version worked fine....

>>I have tried disabling PASSWD file changed O.INF for single user but them
>>Okami will only import messages for tesla1 and none from any of the
>>mailing lists.Is there a way for all E-mail messages whether from mailing
>>lists or to me personally be imported into Okami into my own mail group?
>
>Do you use ALIAS file with your POPWATCH.PRG?
>Create this ALIAS file with only one line:
>
>* tesla1
>
>All incoming mail will be saved by POPWATCH as a mail for tesla1.
>This should solve this (particular) problem.

Thanks,that works great.Never thought of using ALIAS file but that has
cured my little problem.

Gordy

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: "Bother!", said Pooh as he opened his America Online bill.

2557. Re: STinG (was: Re: Transfering files from Win 98 to Atari)

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37354e0e56e050@tripnet.se>
Source record: 79135

On Sun 09-05-99 07:26 (GMT) Gary Stollman wrote:

>I managed to put STiNG on a disk, folowing all instructions I found on
>the net. But when it loads it says 'no modules installed'. All the
>stx files are in the sting directory. What's wrong ? Do I have to put
>something in default.cfg to load modules ? I also cannot use the Sting
>Port Settings CPX, it exits immediately.

Is this from floppy? If so you have to change the path in STING.INF in
the auto folder. It must point to the \STING\ folder.

If you ever want to use the dialer there is a DIAL.INF that also needs
some editing.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2558. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3735530a7aba50@xs4all.nl>
Source record: 79136

on Sat 08-05-1999 17:44 Ronald Andersson wrote:

>Ok, I will. But before doing either I took a quick look into the folder
>for one of the affected groups (one named simply "alt.atari"). In the
>news\alt\ folder I find three files related to this group:
>
> atari.tix == 0 bytes
> atari.dbf == 0 bytes
> atari.idx == 56 bytes

Right. Empty dbf files. A remnant from an older versions, probably
U1.24. Delete those and your problem will be gone. See if the group(s)
is/are still listed in onews.def and delete those lines.

>Some quick peeks in other folders show that lots of groups follow exactly
>the same pattern (tix == 0, dbf ==, idx == 56).

Delete them all, .tix, .dbf and .idx files.

>ofind --Dbfchk alt.atari gave no feedback text at all
>ofind --Repi alt.atari gave no feedback text at all

Because of empty .dbf files and probably the fact that they are not
listed at all in onews.def.

>Now, as I see it the problem always occurs when importing news, and that
>makes me suspect oimport.ttp rather than OKami itself.

I don't think oimport imports any messages in those groups.

>The oimport.ttp
>is a rather large program, so I suppose it consists of several linked
>modules, and I note that Pure_C was used to develop it.
>
>Hmmm. Some Pure_C shells do not allow fully flexible dependencies to be
>defined, so that updating a '.H' file does not necessarily enforce the
>recompilation of all modules that use it at the next 'make'.

Mine does. You may rest assured that all modules dependent on changed
header files will be recompiled automatically. It is only in much
older versions of PureC that this isn't the case, but even then you
could configure it in the project files.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"Who am I, for God's sake, that I should be kind?"
- Miss Havisham

2559. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37355512835d31@smok.krakus.top.pl>
Source record: 79137

Hi Gordy,

Do you use the last version of Okami? (i.e. 283838 bytes long)

I have had the same problem with one of previous 2.0 versions (some
weeks ago), but now it is fixed!

--
Greetings from Okami Newsreader user
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2560. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990509114325.23763B-100000@hal.fishpool.fi>
Source record: 79138

> has anyone any experience with MiNT running under STonX (Linux)?

You _DON'T_ run MiNT _and_ Linux together. They're both OS.

> What format are the filesystems supposed to have?

Currently Minix. there is also an ext2 beta that's nearly stable.
http://www.cs.uni-magdeburg.de/~fnaumann/mint/1.15.1/

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2561. Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <37355087.8E730700@village.uunet.be>
Source record: 79139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Due to an internal IP-address change at the Military Academy in Belgium
the address of the Belgian FTP site has changed.
It now is impossible to connect to the server using the old address
193.190.205.13.
The new address is : 193.190.204.128
The directory is : atari/
A DNS name will be available in the near future.
In the maean-time we also changed the hard- and software of the server.
It now is y2k compliant !
Martin "Nightowl" Byttebier and I are checking out everything now and a
big update of the entire atari/ directory will happen in the future.
Don't expect any new software on the server the next week.

THX for your support.

Greetings,

--
Saka -- Karl Samyn
ir telecommunications
http://gallery.uunet.be/saka/

2562. Re: Use of two SCSI-drives.

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7h3k58$f9q$1@news4.svr.pol.co.uk>
Source record: 79140

On 7 May 1999 18:13:56 G, Joakim H�gberg wrote:
>Greetings all,
>
>I have recently bought an ATARI SUPRA DRIVE, which I would like to have
>connected at the same time as my old Seagate (Currently used with an
>ICD-card). However, I can�t seem to get the two drives work with the same
>interface card. What to do? Ideas? Am I missing something out here?

I thought the Supra Drives had a host adapter in the case mate, if
yours does the it will take the same ID as your other ICD card and
that would stop it working I believe.

The other thing is both your Supra drive and Seagate drive could have
the same ID as well, and that would have the same effect.
Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

2563. Re: Atari ST to VGA monitor cable

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1driz8u.lksn301fl9ei4N@pm-d23.rhein-main.de>
Source record: 79141

Ian Numan <iannuman@netspace.net.au> wrote:

> Both cables use exactly the same wiring details, except the one
> at multimedia.com
> uses a 4K7 resistor on the Atari pin 11 (mono out).
>
> The cable I made does not have this resistor.
> What is this for?
> Will I damage my Atari ST or VGA monitor if I keep on using my
> cable which doesn't
> have a 4K7 resistor on pin 11?

Iï¿½m not sure you understand all technical details.

Your resistor real are 3! resistors, connected one side to Red, Green,
and Blue. But you - only - need that if you like to have a monochrome
output only. Other (open) side of all 3 resistors are connected to MONO.
This smal network creates a MONO Signal out of R, G, B

(Or split Atari MONO Signal that you can use your r,g,b (VGA) as
simple Monochrome display) (Thatiï¿½s the other direction)

Also you have to watch the mono detect pin and if your display works
fine with the frequency that you atari deliver..
(Monochrome are on 71Hz! refresh)

If you only like to use color display, you doasnï¿½t need this resistor
network. (e.g with the network you must get a real whithe picture
background, if not, you have to play with the resistors..
(Best way is to have variable resistors of 5K)

(Hope that i understand all correct) :)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2564. Re: How fast?

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1drj00t.13dnvmk1tow54wN@pm-d23.rhein-main.de>
Source record: 79142

> Using DirecPc (satellite) I got 39.2 K/bits/second downloading

Thank you!
Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2565. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373561ab$0$489@news.zetnet.co.uk>
Source record: 79143

On 8 May 1999 15:23:34 G, Chris Simon wrote:

>> >If you decide to get in on the act I would be grateful if you could
>> >put my name in the final box of the reg. form (Referred by:)
>>
>> I will do that mate.
>
>Be very careful! I would be grateful to hear from anyone who has
>actually been granted their free service because they've "recruited" 4
>more people.
>
>On the face of it, it looks like a pyramid scheme, i.e. you can't join
>unless you get 4 other people to join. But those 4 people must also
>get 4 other people...
>
>And in the process, they've collected thousands/millions of e-mail
>addresses for spamming purposes.

Yes, I take your point, Chris, and it's one I was very well aware of when broaching the subject. Nevertheless, if this company DOES provide free phone line access in exchange for some junk mail I, for one, am probably prepared to take the deal. After all, there are easier ways than this of spamming - you only have to look at your posts to see how many agents can get hold of your address without even trying!

Until at least one of us has a nibble we won't know whether we are missing anything worthwhile.

We shall see ... when I registered I was told that it would be a few weeks until I received the 0800- phone number and password. Hmmm ... just watch this space.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2566. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-09 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <+PXZsLAW0WN3Ewr3@steverosie.demon.co.uk>
Source record: 79144

In article <37348567$0$494@news.zetnet.co.uk>, Roger Cain
<rcain@zetnet.co.uk> writes
>
>Yes, I think this is the technique although I can't check the thing
>out until I have enough 'References' to get my freecall number and
>password. Certainly, their homepage does not mention how many mail
>addresses you can have or how much web-space they offer so I guess
>they are not actually an ISP but just a connection-rerouter.

Well I think you've had enough referrals by now...

I'm wondering how far down the chain it goes before getting a response,
I think it's a waste of space. I've not come across anyone that has
succeeded!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2567. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37374db9$0$496@news.zetnet.co.uk>
Source record: 78945

>What do you think of MagiCPC? Anything it won't run that MagiC on a
Falcon
>will?
>
>Rgds, Derryck

I'm really pleased with it though if you have followed this thread you
will know I have not been able to get on line with it,we all know that a
PC will do internet better but I would have loved to see Cab on line
"rockin like a bitch"apart from Falcon specific programs like Apex and
Softgee's Midplay ,it has run all but Positive Image
Kevin
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

2568. WTB: Mission Elevator (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Garry <garry@eaze.demon.co.uk>
Message-ID: <JFSDIPAMLyN3EwNj@eaze.demon.co.uk>
Source record: 78946

Anyone got an ORIGINAL BOXED copy of this game that they want to sell
for a pittance plus a bit??? :-)

Please email your price.
Thanx.
--
Garry

2569. Re: Reading Adobe Acrobat

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FBJF9J.GAu@cix.compulink.co.uk>
Source record: 78947

In message <7h4duc$k16@nnrp2.farm.idt.net>, flawrenc@genie.idt.net said:

>I have a CD received with a new modem I purchased, which calls
>for Adobe Acrobat in order to read/print etc of the documents.
>Is there anything for the Atari to read this stuff? I use a
>TT, 4meg ST/l6meg TT, Geneva, Crazy Dots II board, NVDI.

Yes, Ghostscript can read most Acrobat files, though it is a bit slow.
The latest version is the GEMmed GEMGS which you should be able to find
in most PD sources. A translated English version is reachable on Derryck
Croker's pages via:

http://www.cix.co.uk/~derryck/index.htm

HTH

Regards, /Peter/

2570. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926375453.3692.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 78948

Danny Jordan wrote in message <7h53jl$is3$1@bgtnsc02.worldnet.att.net>...
>I have a 1040STe with 4 Mb of RAM that I use with a MIDI program called
>On-Stage. Also have Cubase. I am looking for a second machine. I need to
>find out more information on the various 1040STs. Ex. 1040ST,
>1040STf..etc... Which ones can use how much RAM. I need more than 1 Mb to
>run as a MIDI file player.

All STs can have up to 4 Mb of RAM, but with the exception of the STe all require serious hardware hacking to attach it. If you can find a machine which has been upgraded already or was supplied as 4Mb (eg a Mega4) this isn't a problem. Getting upgrades for unmodified machines may be difficult these days and may be expensive if available.

STes take plug-in SIMMs so are much easier to upgrade. Some early ones used SIPPs (different connection method) which are more problematic, but adaptors are available.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2571. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926375454.3692.1.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 78949

Excuse me for jumping in and being picky...

Peter Schneider wrote in message <199905091306.a34373@su2.maus.de>...
>As the program speaks English, which will not be changed or translated,
please use the correct English spelling, "OPTIMIZE".

"OptimiZe" is American, not ENGLISH...

:-)

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2572. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926377577.4918.0.nnrp-07.9e985e5c@news.demon.co.uk>
Source record: 78950

Derryck Croker wrote in message <7h5vni$cp4$2@news5.svr.pol.co.uk>...
>On 7 May 1999 11:50:34 +, Vassilis Papathanassiou wrote:
>>on Tue 04-05-1999 19:52 kevin dermott wrote:

>>I still haven't found the 'easy step' taking a quick peek at them,
>>but since there _is_ this step, it's not that hard to find it.
>>(hint: like killing accessories ;-)

To be fair to Kevin, it isn't in the printed manual (at least not here),
it's in the readme for NVDI-PC. Took me a while to find it after you'd
mentioned it was in the manual!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2573. How to get Cubase to Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Brasco <brasco1234@yahoo.com>
Message-ID: <373765B6.F81C7EAB@yahoo.com>
Source record: 78951

Hi-
I just recently downloaded Steinberg Cubase 2.01. I was wondering how to get the unzipped files to my Atari 1040ST from my Macintosh.
Thanks for all your help,
Brasco

2574. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9905102047460.112-100000@tampa1-014.southeast.net>
Source record: 78952

On 10 May 1999, Jo Even Skarstein wrote:

> Well it says something like "...having their caches turned off 90% of the
> time to be somewhat compatible". Pure c**p (again, sorry kellis, but it
> really is!). Never mind.

I remember this discussion we had.
I for one do not have an AB40, so I can't confirm anything. All I can say
s what other users have experienced.
Of course, as you said earlier, you don't use older applications, not so
compatible applications, and no games etc.
This already limits the machines capability quite a lot.
The AB40 for the speed involved, for the money involved, for the no-more
support anymore of this card, for the limited compatibilty, for the
stability that you MIGHT not have experienced with your AB40 maybe.

I understand the choice for the 030 from centek, it makes sense for the
users.
Of course, saying a 060 or 040 is faster/more efficient than an old 030 is
quite obvious taken out of the context.

Once again, I consider you as a lucky one, and actually am happy for you.
Same apply, to all those happy magic users. Coz there are some.
But by no means I can recommend magic as a viable OS. By NO means.
For those who are happy with it, goood. All I can say.

I hope you understand where I am coming from.

> Ditto. I just got a bit upset about the AB-reference :-)
why upset? You should be happy that your AB40 works like a dream.

> To ST-RAM, yes, but the diffence in fastRAM is very marginal. Consider the
> fact that the CT2 runs at 50MHz while the AB only runs at 32MHz you see
> that the 040 is a lot more efficient.

Jo, do you have a nemesis with your AB40? or the AB40 alone?
Coz the prob with the AB40 afaik/r is the bus accesses.

In my opinion:
A machine can't only be seen by the CPU type or speed. If badly designed,
you lose.

CPU raw power is sometimes needed, POV, linux etc but doesn't make the
system more efficient.

Backward compatibility nowadays for OUR platform is very important because
we don't have that many people to code, to update, to create new software.
So we have to rely on some goodies sometimes.

How hard is it to find 040 CPU? are they as cheap as the 030 or close to?
Do you think Centek are just plain stupid to release a Falcon card with
"ONLY" a 030?

Jo keep up the good work with Taskbar... ;P

2575. Problem with I-CONNECT

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: greg_evans@delphi.com
Message-ID: <hXbb780.greg_evans@delphi.com>
Source record: 78953

I have set up the login script for I-Connect and it seems to go through
the username and password portion okay but gets hung up afterwards. It appears
the modem is sending text trash across the screen. I know this isn't much
to go on but the script is simple also. I get StinG connecting just fine
but need I-Connect to try some of the extra features I can get using it.

Greg

2576. FA: Atari Trak-Ball Controller

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Vaz <vaserius@communities.com>
Message-ID: <37379B49.93185A52@communities.com>
Source record: 78954
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,alt.atari.2600,alt.atari.2600.vcs

For Atari computers and game systems. In original box with manual. For pictures and description, go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102649374

No reserve, and a $1.00 starting bid!

- Vaz

2577. Re: Replacing HD in Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905102111.a35914@su2.maus.de>
Source record: 78955

Hi Gary,

GS>Could I replace it with just any RLL drive ?
I think so.

peter

2578. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h5vng$cp4$1@news5.svr.pol.co.uk>
Source record: 78995

On 7 May 1999 21:57:00 +, Ekkehard Flessa wrote:

>As for your problem, there is some documentation in the german section of
>scc_x.txt inside the HSMODA06/07 packages:

Non-German readers may like a reminder that the full English docs for
HSModem7 are available from my web site - address in sig.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2579. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h5vni$cp4$2@news5.svr.pol.co.uk>
Source record: 78996

On 7 May 1999 11:50:34 +, Vassilis Papathanassiou wrote:
>on Tue 04-05-1999 19:52 kevin dermott wrote:

>>>to take recourse to the manual - where the easy step of removing
>>unwanted
>>>res's from the list is explained! :-)

>Hmm, I'm afraid System Solutions' manuals are rather on the 'poor'
>side ;(18 pages (ring !!) for MagiC PC and 32 pages for NVDI PC !

I have to say that I prefer to have programs in English with manuals in text or hypertext form, rather than hold out for paper format ones - and end up with nothing. They represent a large inverstment in time...

>I still haven't found the 'easy step' taking a quick peek at them,
>but since there _is_ this step, it's not that hard to find it.
>(hint: like killing accessories ;-)
That's so!

>Still, Kevin had 22 entries and wanted only 4 of them, so deleting
>the INF file, wasn't that bad, even compared to the 'easy step' ;-)
I just wish that it was as easy as sorting out my Videlity setup, now that I've changed from a Nemesis to a CT2 most of my res's need editing. Think I'm best starting from scratch!

What do you think of MagiCPC? Anything it won't run that MagiC on a Falcon will?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2580. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h5vnn$cp4$4@news5.svr.pol.co.uk>
Source record: 78997

On 8 May 1999 01:37:43 G, Ronald Andersson wrote:

>On Fri, 07 May 1999, Ken Macdonald wrote:

>>this is one time too many you mention the CT2! :-)

>>please tell me how it is to install (did you do it?)
>
>Yes, I did do it myself, but I can't recommend it for everyone.
>
>The installation requires cutting some PCB traces, as well as
>cutting some pins and desoldering others. Some of these changes

Rightly, the docs list the installation steps in order of difficulty, with the hardest first. I'm fairly convinced that I've broken the processor pin during step one, but it doesn't seem to have affected the behavior of the machine.

>No, I only have 32 MB of FastRAM, whereas the current maximum is
>128 MB IIRC (could be 256 MB, I'm not certain). The CT2B needs
128Mb

>I should add that there are some problems I've seen with CT2B:
Some game sounds exhibit severe distortion?

>The boot mode used to enable FastRAM access installs a PMMU map that
>is not fully compliant with Atari specs, in that the address range
>$FFxxxxxx is not fully equivalent to $00xxxxxx. This gave me some
>problems, but I have a way of activating FastRAM in one of the other
>bootmodes, so I use this instead.
How do you implement this and what were the symptoms that caused you to take this step?

>The interrupt acknowledge signal of the DSP does not 'reach' the CPU
>on the CT2B board. A software patch exists to simulate acknowledge
>behaviour at (seemingly) 'spurious interrupt', but later I plan to
>install a hardware patch so that the real signal 'gets through'.
I have the details of this patch too, however I've yet to install it. Anyone else done this, any problems encountered?

>My CT2B unit needs more cooling than provided by the on-board fan,
>even though I also still have the original Falcon fan installed.
I've removed the top metal shielding (which in any case wouldn't fit over the top of the SIMM that I'd used), and moved the original Falcon fan to the inside of the top cover, glued in place with hot-melt glue over the PSU heatsink area. I've also replaced the CT2 fan (with System Solution's blessing) with a low-noise specimen...

>I now use a third fan, which is a bit awkward, but this problem
>will be less trouble if a 'tower' is used to house the falcon.
I have a desktopper waiting "in the wings", but I prefer to keep the original case, notwithstanding the need to put spacers in as per my other posting.

>Yoy can find lots more information on Centek's own homepage,
>at the URL "http://GARFIELD.SITECONSEIL.COM/centek/english/index.htm"
Where you can also download the installation docs so you can see in advance if you have the necessary skills!

Tell me Ronald, do you use CENTScreen together with MagiC and Thing or jinnee? I can't see how one is to access extended res's, the best I've been able to do is to use Videomod to choose the one I want, but I then have to go to "Change res" in the desktop's menu and pick any res from there before the change will take place. Maybe I'm missing the point here, but it does seem to be clumsy!

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2581. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37367aee381d8b70@holleman.demon.nl>
Source record: 78998

on Sun 09-05-1999 23:22 Tony Cianfaglione wrote:

> Secondly, you're right, the debug script did show the password as 10
>letters but the ISP was only showing 8 letters received. We changed the
>password to an 8 letter one and the ISP reports receiving all 8 letters.
>The other platforms' PPP programs passed through the 10 letters and the
>ISP reported receiving all 10 letters. Could something in STinG have
>caught the last 2 letters prior to the final sending them out the modem
>lines?

Tony, I have no ideas, although it seems obvious something does...

This one's for the experts again, so Ronald (or Peter): ???

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2582. Re: Freecall-UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373689eb$0$498@news.zetnet.co.uk>
Source record: 78999

On 9 May 1999 12:10:14 +, Steve Stupple wrote:

>Well I think you've had enough referrals by now...
>
>I'm wondering how far down the chain it goes before getting a response,
>I think it's a waste of space. I've not come across anyone that has
>succeeded!

MmM... a guy in newsgroup microsoft.money was reckoning that this thing was a scam and was being investigated (by OFTEL?). I have asked him for details and will let you know.

I still have an open mind on this. I can't see what's in it for the promoters - e-mail addresses are easy enough to obtain in other ways. If I ever get a connection I will repot on it thoroughly.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2583. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37368B02.70087CC1@directprovider.REMOVETHECAPITALS.net>
Source record: 79000

Ronald Andersson a ï¿½crit :
>
> on Fri 07-05-1999 19:01 Louis wrote:
>
> >in the FIRST msg, Nick stated that "AFTER he ran Convert.tos, it worked a
> >couple of times, then he got problems..."
> >
> >AM I wrong, Nick????
>
> I remember that post too, so you are not wrong. I've been thinking about it,
> and comparing it with some of my own experiences.
>

Absolutely right.

My first try was after using the convert.tos on my previous files, but
it has also occured after reinstalling from scratch and deleting the
entire newsgroup file tree.

After investigating, it looks like it is definitely O.prg that reads the
IDX files created by oimport, and erases them instead of updating them.
The files are deleted every time I open a newsgroup.

> I too have gotten some complaints about 'corrupted index' when importing.
> For me this has never struck any newsgroup that was part of my original
> setup, and which was thus affected by CONVERT.TOS. It has only struck
> such groups as have been created 'automagically' for crossposts after the
> conversion was made, and as far as I can tell it has struck _all_ of them
> _every_ time.

On my setup it happens on all newsgroups, and the mailbox too. It isn't
a corrupted index, the IDX file is wiped out by o.prg.

I've mailed a bug report to Jos too. Why I'm the only one with this
problem is beyond me. I'm using a stock 14Mb F030, Videl Inside, NVDI,
TOS 4.04, StinG, Newswatch, Popwatch.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2584. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37368C35.13F723C3@directprovider.REMOVETHECAPITALS.net>
Source record: 79001

Jos den Bekker a ï¿½crit :
>
> on Sat 08-05-1999 17:44 Ronald Andersson wrote:
>
> >Ok, I will. But before doing either I took a quick look into the folder
> >for one of the affected groups (one named simply "alt.atari"). In the
> >news\alt\ folder I find three files related to this group:
> >
> > atari.tix == 0 bytes
> > atari.dbf == 0 bytes
> > atari.idx == 56 bytes
>
> Right. Empty dbf files. A remnant from an older versions, probably
> U1.24. Delete those and your problem will be gone. See if the group(s)
> is/are still listed in onews.def and delete those lines.
>

I'll try this, but as I started with a clean newsgroup file tree, and
let O create a whol new hierarchy, I'm pretty sure that Okami 2.0 is
creating them. I have never had 1.24 on my system.

> >Some quick peeks in other folders show that lots of groups follow exactly
> >the same pattern (tix == 0, dbf ==, idx == 56).
>
> Delete them all, .tix, .dbf and .idx files.

>
> >ofind --Dbfchk alt.atari gave no feedback text at all
> >ofind --Repi alt.atari gave no feedback text at all
>
> Because of empty .dbf files and probably the fact that they are not
> listed at all in onews.def.
>
> >Now, as I see it the problem always occurs when importing news, and that
> >makes me suspect oimport.ttp rather than OKami itself.
>
> I don't think oimport imports any messages in those groups.

I think oimport is ok. On my system it's definitely O.prg that is
deleting my IDX files. After that, oimport does complain about not
finding the IDX files, but it's not the culprit.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==

/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2585. Re: Transfering files from Win 98 to Atari

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37368EBC.29374DA6@directprovider.REMOVETHECAPITALS.net>
Source record: 79002

```
Gary Stollman a ï¿½crit :
>
> In article <7h1i06$asa$1@nnrp02.primenet.com>, Jim DeClercq <jimd1@primenet.com> wrote:
> >Steve Stupple <Steve@steverosie.demon.co.uk> wrote:
> >: In article <7h0rvu$1ck_004@zonnetje.NL.net>, Gary Stollman
> >: <garys@monster.org> writes
> >: >
> >: >That works, cheers. But it still does not explain why suddenly I
> >: >cannot read my old atari disks any more since I switched to Win 89.
> >: >Maybe my pc's diskdrive is broken.
> >: >
> >IMHO, Windoze 95 actually read the boot sector of the disk in the drive,
> >for the first time ever. It was done to save the cost of disks in the
> >floppy disk distribution of it, so that they could be formatted 82 tracks,
> >10 sectors. AFAIK, there was no floppy distribution of Windoze 98, so that
> >bit of logical behavior came back out. So, again, you have to feed the
> >disk drive something the machine is programmed to expect, and it does
> >not expect the number of FATs the Atari format might use, or one byte of
> >the bootsector.
>
> Is there a way to read Atari disks under FreeBSD (PC) or NextStep (on
> a NeXT) ?

Just don't use Atari formatted disks. Use DOS disks all the time. There
are several ST utilities that will format DOS compatible disks. DCFormat
springs to mind. Kobold does it too.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2586. Re: 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37368EF9.36C510D1@directprovider.REMOVETHECAPITALS.net>
Source record: 79003

```
Lethor7 a ï¿½crit :
>
> hi,
> are STs 8 mhz or 16?

STs and Mega STs are 8MHz

Only the Mega STE and Falcon are 16MHz

The TT is 32MHz.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2587. Re: High Density Atari drive?

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37368FAE.FCD32856@directprovider.REMOVETHECAPITALS.net>
Source record: 79004

sheercon a ï¿½crit :
>
> Is there such a thing? Or a way to make an Atari 1040ST read High
> Density disks?

Read the Quick FAQ. You can use a PC 1.44 floppy, but this requires
modification on both the drive and the ST's floppy controller chip.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2588. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3736857438a11690@holleman.demon.nl>
Source record: 79005

on Sun 09-05-1999 13:59 Neil Roughley wrote:

>The new version of aFTP (1.52b) is actually slower during uploads than
>the previous version (this under STinG 1.20 and MagiC). For me the 'event
>loop' fix has made things worse.

Neil, same here: uploads to my own site at 3200-something cps, download of
a 100k file starts at 1800, after a few secs drops to 250 cps (this was
the same on 1.41 I used last)...
We gotta wait some more I think :-(

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2589. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3736952E.9D0FB855@directprovider.REMOVETHECAPITALS.net>
Source record: 79006

Danny Jordan a ï¿½crit :
>
> I have a 1040STe with 4 Mb of RAM that I use with a MIDI program called
> On-Stage. Also have Cubase. I am looking for a second machine. I need to
> find out more information on the various 1040STs. Ex. 1040ST,
> 1040STf..etc... Which ones can use how much RAM. I need more than 1 Mb to
> run as a MIDI file player.

1040=1Mb
520=512K
Mega=1, 2 or 4 Mb (usually labelled Mega ST1, ST2 or ST4).

However, only the 1040/520STE are easily expandable with standard SIMM
memory, so if you need more than 1Mb, either get a MagaST2, MegaST4 or
any type of STE that you can expand to 4Mb (like yours).

Be sure to always get an SM124/125 monitor if you plan on using Cubase.

If you want a faster machine, get a MegaSTE (68000/16), a Falcon
(68030/16) or a TT (68030/32), all of which will happily run Cubase 3.0
or later. They'll choke on Cubase 2.0 though.

By the way, did you know that Cubase has it's own multitasking system
that allows you to run several MIDI apps simultaneously with a sort of
software internal MIDI communication interface. This is called MROS and
is detailed in the manual. Depending on the application, you might not
even need another ST.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2590. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3736af56f95930@xs4all.nl>
Source record: 79007

on Mon 10-05-1999 09:30 Nicholas Bales wrote:

>I've mailed a bug report to Jos too. Why I'm the only one with this
>problem is beyond me. I'm using a stock 14Mb F030, Videl Inside, NVDI,
>TOS 4.04, StinG, Newswatch, Popwatch.

Is that all? No MiNT? No MagiC? Do you perhaps use Freedom or BoxKite
as a file selector?

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"It is very easy for a constitutionally vigorous mind to fritter
its power away in trivialities."
- Norbert Wiener

2591. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3736af56f95931@xs4all.nl>
Source record: 79008

on Mon 10-05-1999 09:35 Nicholas Bales wrote:

>I'll try this, but as I started with a clean newsgroup file tree, and
>let O create a whol new hierarchy, I'm pretty sure that Okami 2.0 is
>creating them. I have never had 1.24 on my system.

Sorry, I meant version U1.34.

>I think oimport is ok. On my system it's definitely O.prg that is
>deleting my IDX files. After that, oimport does complain about not
>finding the IDX files, but it's not the culprit.

o.prg doesn't just delete .idx files. It could overwrite them with
something else if the arrays in RAM are somehow corrupted. But I can
only properly diagnose if you run the program with log level set t

2592. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3736b2c212410f0@xs4all.nl>
Source record: 79009

on Mon 10-05-1999 09:35 Nicholas Bales wrote:

>I'll try this, but as I started with a clean newsgroup file tree, and
>let O create a whol new hierarchy, I'm pretty sure that Okami 2.0 is
>creating them. I have never had 1.24 on my system.

Sorry, I meant version U1.34.

>I think oimport is ok. On my system it's definitely O.prg that is
>deleting my IDX files. After that, oimport does complain about not
>finding the IDX files, but it's not the culprit.

o.prg doesn't just delete .idx files. It could overwrite them with
something else if the arrays in RAM are somehow corrupted. But I can
only properly diagnose if you run the progra

2593. Re: STinG over null-modem connection, please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3736b2282075820@tripnet.se>
Source record: 79010

On Mon 10-05-99 06:31 (GMT) Gary Stollman wrote:

>In article <373617a43d842d0@tripnet.se>, kennethm@tripnet.se (Kenneth Medin) wrote:
>
>>On the fresh rebooted Atari open the "STinG Port Setup" cpx and click
>>on active for the actual port you are using (with fixed ip-address
>>set). Then open the Dialer and click on "Tools" - "Statistics". Now
>>select the actual serial port you are using. You should see "Sent"
>>increasing as STinG is trying to negotiate.
>
>It is working, sort of :(The problem now is that the FreeBSD kernel
>ppp has a problem negotiating with the Atari. All looks fine to me, I
>checked with cu and what the Atari sends looks like ppp to the eye, so
>the speed is ok. I am investigating...

Like I said before I use this all the time to connect to Win-95. I use
the standard dialup network with a dummy modem driver on the Windows
side. I guessed it would excpect a ppp server on the other (Atari) side
but STinG only acts as a ppp client(?). It works perfectly anyway.
Maybe FreeBSD is less flexible :-)

You may want to try SLIP as this does not require any negotiation at
all.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2594. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3736AA62.2278073A@directprovider.REMOVETHECAPITALS.net>
Source record: 79011

```
Jos den Bekker a ï¿½crit :
>
> on Mon 10-05-1999 09:30 Nicholas Bales wrote:
>
> >I've mailed a bug report to Jos too. Why I'm the only one with this
> >problem is beyond me. I'm using a stock 14Mb F030, Videl Inside, NVDI,
> >TOS 4.04, StinG, Newswatch, Popwatch.
>
> Is that all? No MiNT? No MagiC? Do you perhaps use Freedom or BoxKite
> as a file selector?
>

Well, not much more, I have Selectric as file selector, the usual
HSModem stuff. This is off of the top of my head.

I'll get back to you by email this evening and send you a complete log
file. I'll also give the beta 2.1 a try to see if it changes anything.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2595. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3736bab42723870@tripnet.se>
Source record: 79012

On Sun 09-05-99 22:38 (GMT) Brian Roland wrote:

>On 9 May 1999 16:04:54 +, Steve wrote:
>>Just a quick question - are these two still in development?
>>
>>I know MagiC is regarded as being better, but I liked this combo on my
>>original Falcon years ago.. Just curious :)
>

>Really, from what I can tell, Geneva is a super clean AES and a nice
>addition to the utilities on the hard drive. It has fallen a bit
>behind in that many developers still on the scene these days make use
>of newer AES and Magic calls not present in Geneva. In this case,
>it rarely affects the software working, but may cause unwelcome alerts
>to be displayed via Geneva because it can't find such calls. Really,
>I guess the software is at fault for not checking the AES first and
>disableing those calls, but, anyway, that's the only problem I've
>ever had with Geneva. Once again, such programs usually WORK fine
>under Geneva aside from the dialogs that pop up here and there.
>Example of this behavior are with later versions of QED, where accessing
>the TOS clipboard via cutting and pasting present a dialog before
>writing to the clip folder, and many applications, such as the STing
>dialer that send some AES call before terminating that prompts a
>dialoge. Again, it all 'functions' just fine.

If you don't want to see any dialogs simply run GENEVA.PRG and not
GNVA_DB.PRG (the debug version)! Geneva runs very well here with STinG,
CAB, Popwatch, Newswatch, Okami, Aftp, QED, etc. I just tried to boot
with GNV_DB.PRG instead and got a single dialog about some flag could
not be set when starting Popwatch but that was all. QED did not
complain at all. Check if you have

setenv SCRAPDIR=C:\CLIPBRD

in the GEM.CNF file

I do have "Use GEM clipboard" enabled in QED v. 4.51

I have also tried Geneva+Freemint and it works most of the time. The
only real difference I have noticed is the importing and expiring runs
in the background when using Okami.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2596. Re: Reading Adobe Acrobat

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3736B12B.7A4C731@patent.gov.uk>
Source record: 79013

You're probably talking about PDF or even PS files. If so look for the postings re: PDF files and Ghostscript.

Bob King

Frank W. Lawrence wrote:
>
> Hi,
>
> Sorry if this is a second post, I encountered some problems
> last nite posting.
>
> I have a CD received with a new modem I purchased, which calls
> for Adobe Acrobat in order to read/print etc of the documents.
> Is there anything for the Atari to read this stuff? I use a
> TT, 4meg ST/l6meg TT, Geneva, Crazy Dots II board, NVDI.
>
> Just another victim of Gates 'Plug'n Play'
>
> ****************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ****************************

2597. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <7h6cv6$o6s@freenet-news.carleton.ca>
Source record: 79014

Walter A. Cole (ai063@FreeNet.Carleton.CA) writes:
> "Christopher Good" (cgood@cix.compulink.co.uk) writes:
>> Hi All,
>>
>> I've a little problem connecting a Zip drive to my HD. I'm using an STe
>> with a Link2 connected to my HD with HD driver v6. This works perfect
>> until I try and add the Zip drive. No matter how I connect it or set the
>> termination on the Zip it just won't read anything off the disks. Some
>> ways it's sees the drive but doesn't read the disk, other ways it sees
>> nothing all.
>>
>> We recently had the same problem at our club meeting trying to get a Zip
>> to run with an STe using HD driver v7.5 despite altering termination on
>> Zip and HD (with expert help from Chris Crosskeys :-)) it just wouldn't go.
>>
>> This is very weird as I've had my Zip connected up to my old Power
>> Computing HD (with ICD interface) using the Link no problem at all.
>>
>> Anybody any ideas?
>>
>> Chris
>>
>
> I have similar problem with a similar setup:
> I have a problem trying to add a ZIP 250S (SCSI) to the end of a SCSI
> chain attached to my 1040STe: the ZIP ID (factory set to 5) does not
> show up when I boot the system or look for it using the ICD software.
>
> My system is the 1040STe (4 meg RAM. TOS 2.06) with a LINK 2
> connecting the DMA port to 2 Syquest EZFlyers (230 Mb each) in tandem
> to which I've just now added the Zip.
>
> The Syquests have been working fine with a terminator after the LINK
> and at the end of the chain. They are ACSI ID 2 and 4, Lun 0. For a
> reason unknown to me both terminators are necessary, even though the
> Syquest manual claims the units are self-terminating.
>
> Since Syquest is now defunct, I didn't want to be left with orphan
> units, hence the Zip. My HD needs are actualy pretty modest and I
> have a lot of room left on even the 230 Mb capacity of one Syquest.
> The second one is for ease of backup and the two perform well.
>
> I have the Zip connected at the end of the chain as recommended in
> its manual. The Zip has a switch for adding termination, if it's at

> the end of a chain (which I have switched on), or for removing it if
> the unit is the middle of a chain.
>
> My trouble is the Zip ID does not show up during the ICD bootup
> sequence, nor when I look for it with the ICD format program. I also
> tried the HDDriver ID program with the same negative results. So
> without an ID, I cannot use the Zip.
>
> So right now I'm stumped. If you could shed any light on the problem,
> I'd very much appreciate it.
> --
> Walter A. Cole
> ai063@freenet.carleton.ca

Latest info on ZIP 250S ID problem, using ICDBOOT.SYS 6.5.5:

Tried this setup: 1040 STE--LINK 2--terminator--Zip built-in terminator ON. Didn't work because ZIP doesn't provide power to the LINK.

Turned ZIP terminator off and added SyQuest EZFlyer after ZIP then added terminator to EZF. EZF booted normally; ZIP invisible, no ID shown. LINK getting power from EZF.

How do I get the ZIP to reveal itself (factory set ID5)?

Is the ZIP defective or have I overlooked something obvious and important?

Suggestions would be appreciated.

--
Walter A. Cole
ai063@freenet.carleton.ca

2598. Re: Atari PLIP <-> PC (Linux)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <7h6e8usra2@feresa.bio.vu.nl>
Source record: 79015

Chris Martin (cmartin@ti.com) wrote:

: Okay, I know I have heard this discussed here before, but
: does anyone know how the Atari PLIP differs from the Linux PLIP?

The original Linux (or actually PC-) PLIP used the status pins to
read data in nibbles. The Atari-PLIP uses the bidirectional parallel
port to read data in bytes. The Atari parports don't have all the status
lines, so the old PC-way doesn't work. However, the newer Linux kernels
also support a bidirectional PLIP mode. I don't know if the protocol is
the same as the MiNTNet PLIP, but that last one can easily be adapted
to make it Linux-compatible...
Anyone?

-=LvZ

2599. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd12@oden.se>
Source record: 79016

Hi Jos,

on Sun 09-05-1999 10:21 Jos den Bekker wrote:
>on Sat 08-05-1999 17:44 Ronald Andersson wrote:
>
----- snip ----- re: weird (empty) groups reported to have corrupted index
>
>Right. Empty dbf files. A remnant from an older versions, probably
>U1.24. Delete those and your problem will be gone. See if the group(s)
>is/are still listed in onews.def and delete those lines.

Ok, I will, but these group files were created after my conversion to 2.0,
so I am still a bit worried that it might happen again.

>>Now, as I see it the problem always occurs when importing news, and that
>>makes me suspect oimport.ttp rather than OKami itself.
>
>I don't think oimport imports any messages in those groups.

It created them on its own initiative. I have never wanted those groups.
I think it created them because of crossposted dupe messages, which is
one good reason why they are empty.

----- snip ----- re: Pure_C shells that don't support flexible dependencies
>
>Mine does. You may rest assured that all modules dependent on changed
>header files will be recompiled automatically.

Good. It does reduce the risk of mistakes.

>It is only in much older versions of PureC that this isn't the case,
>but even then you could configure it in the project files.

I suppose that the first refers to the PureC shell you use rather than to
PureC itself. AFAIK there is still no other way than project files to set
up dependencies for PureC without using a shell. Is there ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2600. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd13@oden.se>
Source record: 79017

on Sun 09-05-1999 13:52 Ekkehard Flessa wrote:

Hi Ekkehard,

----- snip ----- re: STinG bombing
>
>It surely is. Must be some interference with the Screenblaster driver. As soon
>as I select "original" in the resolution menu, the machine will boot up without
>errors.

Have you tried moving that driver to other places in the boot order.
This often has a great influence on various problems. Especially if
they have missed using XBRA protocol correctly for some exotic vector.

If they have done that, it must boot either first or last of all the
programs that use the same vector, though those are often unknown :-(

First or last depends on the type of error they make in XBRA handling,
and since that too is unknown you have to experiment. Also, if more
than one program uses incorrect XBRA methods (or none) for the same
vector, then stable coexistence may be impossible.

Btw:
Have you tried Videl Inside instead of Screenblaster ?
That is what I use, so I know it has no compatibility problems.
All its frequencies are configurable, so it should fit most pixel clock
patches. I needed that ability myself after installing CT2B accelerator.

>RA>But seriously, don't waste too much time on the LAN ports at this
>RA>stage, because I really do think they need new driver modules to work
>RA>properly.
>
>Well, at present they are working quite stable. Not much worse than the midi
>ports, I suppose. Will undergo some testing this afternoon in order to see
>which connection is faster in overall performance.
>[later]

But this in itself means that the LAN port does not work properly !!!
If it did work properly, Midi should not even be able to come near the
best transfer rates that should work reliably on the LAN port.

The very fact that they _are_ comparable means that the LAN handshaking
is not working at all, thus forcing you to use lower speeds.

>The midi connection is a little bit more stable, giving me transfer rates
>around 3000 cps. But WebLight (or STinG) did crash several times, MagiC
>reporting corrupted memory blocks, followed by error #-69 and forcing me to

>reboot the machine. That happened with both midi and LAN connections, so there
>might be some internal problem.

MagiC memory corruption problems strike everyone occasionally I'm afraid.
I sometimes suspect that it is the routine that checks for RAM errors
that somehow goes wrong and causes them to happen. :-(

----- snip ----- re: the other stuff you mentioned

Well, it looks to me as if most stuff works now, except for LAN-port
handshaking and some system instability. I think you may have to
experiment a bit with \AUTO\ boot order and ACC choices etc to find
stable setups. That has made a big difference to most others who
have tried it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2601. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd14@oden.se>
Source record: 79018

Hi again Ekkehard

on Sun 09-05-1999 13:55 Ekkehard Flessa wrote:

>RA>I'll accept that conclusion when you report error free WebLight
>RA>operation over LAN ports with BNet disabled. I'm fairly certain that
>RA>such an attempt will also end in bombs, however.
>
>I had it crashing without BNET yesterday,

That proves my point. We need new LAN-port drivers.

>but in a second attempt several 100kB came through with few errors.

Proving that instability exists only requires one failure.
Proving that instability does not exist is impossible.
Proving that instability is tolerable requires extensive testing.

In the above tests you got a crash in 50% of the cases, and though
the number of test runs really does not allow proper analysis, the
crash you did get is a clear indication that it is not BNet-dependent.

>I did change another thing, too: replaced Dan's CAB.OVL 1.3015 by Olivier's
>5.53. This seems to have cured the Problems with CAB on Falcon #2, as it didn't
>crash today with both LAN and Midi connections.

Excellent. Still, I would stick to Midi for reliability, until Harun
(or anyone) can produce an improved HSModem driver for the LAN-port.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
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2602. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd15@oden.se>
Source record: 79019

Hi Didier,

on Sun 09-05-1999 12:23 Didier MEQUIGNON wrote:
>On 8 May 1999 17:44:02 G, Ronald Andersson wrote:
>>
----- snip ----- re: CT2B IDE speed compatibility
>
>For boot it's OK with Cecile, but after I use HUSHI and Magic, so I have
>patched HUSHI and Magic for put slow routines...
>I have an old Conner 3,5 IDE 420 Mo since 4 years 1/2.

I don't use Cecile at all. I'm happy with HDDriver 7.51, and this works
fine for me. I don't want to use Cecile, because I want the generic SCSI
support of HDDriver for my BetaDOS BOS files. I've even tried that with
a 32-spin IDE CD-ROM as a slave unit, but I don't use this now as I got
nervous about the long cable needed. Such can cause errors for the IDE
hard disk, amd possibly even inject noise signals into the system bus.

----- snip ----- re: unique CT2B design => CPU speed == bus speed == 50 MHz
>>
>>Maybe, but it is still much faster than a 32 MHz TT. (I have one, so I know.)
>
>Lot of benchs shows 300 %, but I have an example for acceleration:
>I 'compile' Aniplay with Profimat (an old assembler during ST years) in
>896 x 608 16 colors:
>Falcon without CT2B or CT2B in normal mode: 7'45"
>Falcon with CT2B (fast-ram): 1'25" => 500%
>Results with nembench are better.

All such tests include various types of access, which are influenced in
various degree by acceleration. That is why there is no 'right answer'
to the question of how much the speed gain is, since this will depend
on what the computer is doing.

That is also a difficulty in comparing two accelerators, since they will
normally have different strengths and weaknesses, so that different tests
can show either one as being superior.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
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2603. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd16@oden.se>
Source record: 79020

Hi Jo Even,

Here's another long post. Anyone not interested in Falcon accelerators,
PMMU methods, and similar stuff should just skip this one...

on Sun 09-05-1999 13:17 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: ST-RAM access with CT2B
>
>And since the ST-RAM is involved in *everything* that happens on the
>Falcon-bus (Videl, DSP, DMA...) this is by far the most important figure
>here...

DMA does go through Videl, and thus DMA communication with DSP does too,
but the DSP memory itself has nothing to do with ST-RAM. The DSP has a
static RAM area all its own. In any case DMA, DSP, and Videl chips are
all clocked at 50 MHz by CT2B, giving at least a 56% speed improvement
in their performance. The improvement will be somewhat higher for the
parts of their operation involving the CPU, since all CPU accesses have
been optimized to a greater degree than in an unenhanced Falcon.

----- snip ----- re: potential CPU incompatibilities
>
>> Games are not the only programs affected, but let's not get into some flame
>> war about 'my stuff is better than your stuff'. That was never my intention.
>
>Not mine either, but to be honest I'm a bit tired of people saying that
>the 040 and 060 is "not compatible" (Have a look at kellis' CT2-page for
>more nonsense (sorry kellis) about this), because my own experience is
>quite the opposite.

I have seen her page, but I do not wish to discuss it now, since that was
some time ago. Actually I can't remember what she said about other CPU's
than 68030, since I was most interested in facts that concern CT2.

As for compatibility in general, we all know (or should) that the cookie
system defined by Atari does allow easy checking of the running processor
type, and that should be used by anyone programming with type dependent
code. Preferably to support any type, but if that's not possible it
should at least allow a graceful exit without bombs. And, of course,
whenever possible the best way to avoid incompatibilities is to simply
not use code that has such dependencies. (STinG uses this approach)

But unfortunately some programmers are still not aware of these things,
and continue to program for their own machine only, with compiler flags

set to use as much type dependencies as possible, without any checks.
Naturally those programs will only work on machines of that type.

Also, many older programs do not cater for any newer processors at all,
not even for 68030. In some cases they can't run at all on a modern
machine (eg: manipulating interrupt frames on stack), but often they can
be made to run with some adapting software, such as my B030 program
(on my homepage).

Now, I would love to have that work on 68040 machines as well, but I
have no way of testing it, and since this is a kind of program that
must use CPU type dependent code there is no way for me to make it
68040 compatible.

>> So, our taste in accelerators obviously differs, which is OK by me.
>
>If the CT2 had been available when I bought the AB two years ago I don't
>know what I would have bought. I was too conserned about compatibility,
>and the chances are that I would have bought a CT2. It looks like the CT2
>has an overall better design than the AB, but I'm very disappointed by
>their choice of CPU and the missing through-port for the Falcon expansion
>port.

I actually see benefits of having a 68030 based accelerator, but opinions
will differ on that. As for the missing through-port, that is a real lack,
but not necessarily a fatal one. Other manufacturers of add-on boards also
have the opportunity to include a through-port on their products, and if
they do then the CT2B can be plugged into that

Having multiple add-ons makes it impossible to use the original case anyway,
and with a 'tower' case there can be room to make an extra set of expansion
connectors for the Falcon. This would be plugged into the original ones
using ribbon cable and connectors that include a through-port for CT2B.

There are solutions to most problems, if we just look at them with an open
mind. That does not necessarily mean that anyone will actually produce
such through-ports as a commercial product, but it is certainly possible,
and Centek themselves are the logical firm to do it. Only time can tell.

>> I agree that there is a huge difference in speed for FMUL, FADD, FSUB,
>> and such other simple operations. But when you start needing 'trigs'
>> and 'logs' and such stuff, then the 68882 wins without a contest,
>> because the 68040 has none of it. In fact the number of FPU opcodes that
>> the 68040 does not support is much larger than the number of supported
>> ones, and software emulation is not as fast as direct 68882 execution.
>
>I don't agree with you here, my own experience is that the 040 with
>882-emulation still is a lot faster than a 882.

For normal arithmetic the difference is huge, mainly because 68882 has
horribly inefficient routines for conversion of input/output data as
compared to 68040. For simple routines these conversions take up 90%
or more of the time spent per instruction by 68882. For more complex

instructions a larger percentage is spent on the actual calculation,
and then the difference is lesser.

>Also, you have to remember
>that Motorola left out the more advanced stuff from the 882 because...
>
>a) They're very rarely used compared to the more simple instructions.
>b) They can all (almost) be replaced with simple lookup-functions.

Those are simply their excuses for not finding room for it at the time
the chip was designed. Excuse 'a' is of course true to some extent, as
even programs that do need transcendent functions mostly use these in
functions that also use normal arithmetic.

Excuse 'b' however is a total falsehood.

Trig and log stuff replaced by simple lookup...?
No way. Not with decent floating point precision.

Did you ever see the type of trig and log tables people had to use before
electronic calculators were made ? Huge fat books they were, and still
only gave limited precision, totally unacceptable for such things as
raytracing, which is one of the things needing such stuff on computers.

For decent trig and log stuff you have to have fairly complex algorithms,
usually based on polynomials derived from Taylor-series analysis of the
specific functions. This normally means that a large polynomial with a
lot of FMULs and FDIVs will be needed to produce the result, which will
then take much longer to calculate than with a direct 68882 instruction.

It is true that for some purposes real transcendent functions are not
needed, and for such purposes simple lookup tabless can suffice, but
that sort of thing has no place in a discussion of FPUs, since it does
not concern real floating point operations.

>I must admit that I've never done any real benchmarks here, I've only
>noticed the huge increase in speed in things like Ikarus or Mario
>Becroft's Asteroids compared to my TT.

I have no argument with that. Quite possibly those programs use mainly
simple FPU arithmetic, and for that the 68040 is indeed much faster.

>>>and despite of the slower clock my AB outruns the CT2 in
>>>all areas except ST-RAM.
>
>> To be honest I doubt that. I have the benchmarks too, and according to
>> them there is a strange assymetry in AB40 FastRAM access speed, such that
>> write access occurs at less than half the speed of read accesses.
>
----- snip ----- re: your NemBench results

Strange. The arithmetic values, both integer and float, are almost identical
to those indicated by the NemBench file I had for AB40, but some other values
differ significantly. I am including the 2 affected sections below, so that

you can see what I was talking about.

16bit read (100% hit) -> 63.091 MByte/sec (~803%)
16bit write (100% hit) -> 8.849 MByte/sec (~147%)
32bit read (100% hit) -> 125.786 MByte/sec (~801%)
32bit write (100% hit) -> 17.730 MByte/sec (~265%)
--- snip ---
Linear 32bit read (FastRAM) -> 34.629 MByte/sec (~651%)
Linear 32bit write (FastRAM) -> 17.055 MByte/sec (~264%)
Linear 32bit copy (FastRAM) -> 11.397 MByte/sec (~353%)

These should be compared to your results below:

>16bit read (100% hit) -> 63.091 MByte/sec (~803%)
>16bit write (100% hit) -> 64.102 MByte/sec (~1065%)
>32bit read (100% hit) -> 125.786 MByte/sec (~801%)
>32bit write (100% hit) -> 128.205 MByte/sec (~1923%)
--- snip ---
>Linear 32bit read (FastRAM) -> 34.675 MByte/sec (~652%)
>Linear 32bit write (FastRAM) -> 22.696 MByte/sec (~351%)
>Linear 32bit copy (FastRAM) -> 15.117 MByte/sec (~468%)

The significant difference here lies in the write cache hits, as well as
in the write to FastRAM. Somehow you seem to be having write caching
at a higher efficiency than read caching, which should not be possible.
I don't understand that. But then, I don't understand the ridiculously
bad write caching results of the file I had either...

The other difference is that the efficiency contrast between read and
write FastRAM operations was larger in the file I had.

>Compared to the results printed in AC#12 this is faster than the CT2 in
>every aspect except ST-RAM. The AB is a poorer design than the CT2, has
>slower RAM, extremely slow ST-RAM access etc. so the 040 is responsible
>for the speed. A CT2 with a 040 or 060 would probably have been a *lot*
>faster than this.

I agree with most of that. Except that I must add that it is clear that
CT2B is faster for all kinds of write operations, both to FastRAM and to
ST-RAM and to other hardware.

It is primarily the improved 68040 cache that gives AB speed, closely
followed by the input/output conversion logic of the FPU section.

>> So while AB40 is appx 3% faster than CT2B in reading FastRAM, it also
>> appears to be appx 56% slower in writing to it. Ok, so reading is a
>
>Not according to my tests. My AB is ~10% faster in reading fastRAM
>(34.675Mb/s compared to CT2 31170), and the CT2 is 6% faster writing (AB
>22696, CT2 24227). Please note that my AB has 64Mb, perhaps there is a
>difference if it only has RAM in one slot?

That is possible, since I have no AB I just quoted values from a file made
by others. Still, if each SIMM has 32 bits I don't see why it should matter.
The CT2B only has one slot, so here no such variation is possible.

In any case, the relevant parts of the AB40 file I used are included above,
and here follows the corresponding parts for CT2B.

16bit read (100% hit) -> 24.630 MByte/sec (~313%)
16bit write (100% hit) -> 20.161 MByte/sec (~335%)
32bit read (100% hit) -> 49.140 MByte/sec (~313%)
32bit write (100% hit) -> 40.322 MByte/sec (~604%)
--- snip ---
Linear 32bit read (FastRAM) -> 32.483 MByte/sec (~611%)
Linear 32bit write (FastRAM) -> 38.778 MByte/sec (~601%)
Linear 32bit copy (FastRAM) -> 13.855 MByte/sec (~429%)

>> Looking at the results for cache hits rather than physical RAM access
>> gives even stranger results. While the AB40 cache is lots faster than
>> CT2B for read hits (as expected), it is also horribly inefficient for
>> write hits.
>
>?? It's *faster* when writing here! (125Mb/s reading, 128Mb/s writing).
>Perhaps you tested an AB with the copyback-cache disabled? If it used
>writeback-mode writes would probably slow down to fastRAM-speed, around
>20-25Mb/s.

You can check the figures I had in the sections included above, but since
I was not involved in the making of that file I have no idea what special
cache settings were active.

However, for general TOS compatible use, all data written must also write
through to the physical RAM, because the TOS code does not contain 68040
cache flushing before activating DMA operations. Anything which has not
been transferred from cache would be missed by DMA, as Falcon was not
designed for 68040, and therefore does not implement the snoop signals.

Thus the 'write-through' mode is the only one that can be safe to use,
and should therefore be used for comparisons. Possibly I am missing
something here, being unfamiliar with AB40 design, but I do not see how
other 68040 cache modes can be used safely. It is in any case the same
mode as is implemented by 68030, so it does give a fair comparison.

----- snip ----- re: ISA graphics-cards on Falcon

Ok, I see what you mean now, and I agree. But even so, at this time I do
not see it as something I need. I'll stick to Videl a while longer as
I have other, more important, things in which to invest my money.

>> I'm sure it is nice, but I don't see it as necessary.
>
>Perhaps not, but it's nice to have the option, right?

Certainly

>With the current CT2 you don't have that.

I disagree. You obviously think that a board for the expansion bus,
like CT2B should have a through-port, and I agree, they should. But
that also goes for every single graphics-card (or adapter for such)
that is made for this expansion bus. If they do have it, then CT2B
can be plugged into it. If they don't have it, then we can't blame
just Centek for it, now can we ? They are both to blame then,
Centek and that other manufacturer.

>Hopefully Centek will come to their senses and
>reintroduce it, especially when Titans new graphics-card is ready.

And why should not Titan fix it instead ? or both ?
or some third party making an 'expansion bus expander' ?

There are lots of possibilities here !

----- snip ----- re: your (seeming) dislike for Videl
>
>I don't *dislike* the Videl, I was very happy with it for several years.
>But it couldn't (can't) display more than 256 colours without slowing down
>to a crawl, and the complete lack of hardware acceleration means that it
>never has the potential to be really fast. And I don't like the idea of
>wasting CPU on stupid things like drawing lines and fill squares when it
>just as well can tell the graphics-card to do it...

Ok, I see your points, except for the one thing about no acceleration.
My Videl is now accelerated by appx 56% for all purposes, with some
extra for CPU interactions (especially for ST-RAM access), and this
really does make a difference.

>Believe me, a graphics-card is a *huge* improvement over the Videl,
>nomatter what speed you run the poor thing at :-)

Perhaps, but I don't really need it, so I'd have to have a lot more
spare change lying around before investing in it.

>> I know, but I think there are ways for Centek to modify the decoding
>> logic such that no 'weird' mapping is needed. This might require
>> 'reburning' the ispLSI chips, of course, but I think it would be a
>> worthwhile update. I'd even be willing to pay a reasonable amount
>> for such an update, if they do implement it.
>
>Does the PMMU slow down anything?

It is not a matter of speed, but of physical addressing schemes that
do not comply with Atari standards (FastRAM), and of a PMMU scheme
that causes part of the logical address space to not comply as well.
($00xxxxxx is not made fully equivalent to $FFxxxxxx)
Those are serious compatibility issues.

>If not, then I wouldn't worry. Software
>that use the PMMU will have to preserve the current PMMU-tree anyway,

No they don't, because they can't. It is not possible to impose one
complex PMMU mapping system on top of another. It doesn't work that way.

Normally there can only be one such system at a time, since the PMMU
maps do control the entire system. That is why memory protection must
be disabled when you want to use OUTSIDE. Such can only coexist if
designed to work together, not when developed independently.

That is why the basic machine must be independent of PMMU in mapping
physical devices and RAM to addresses that comply with Atari specs.
This way all remains accessible, and TOS remains operational, while
the PMMU stuff is reprogrammed, and that can be done according to
a common physical map defined by Atari and valid for all TOS machines.

>because all the newer machines/accelerators (Milan, Hades, CT2, AB) use
>the PMMU. MiNT is already adapted to this, and the current beta supports
>memory-protection on 040 and 060 computers. I don't know if it works with
>the CT2 yet.
>
It is a stupid method honestly. It is really silly for each accelerator
to require a deviant PMMU mapping. NONE AT ALL should be needed in the
normal operation of any accelerator. That is how the one and only Atari
TOS machine designed for a wide address range works, the TT030.

When a TT has booted, the TC register as well as the TTx registers are
all zero. The entire address translation system is completely free
for add-on software to implement. There is no valid reason for not
booting the same way with a Falcon accelerator.

NB: I know the reasons given by Centek, but I do not consider those
reasons valid. There are other ways to solve all those things.

--

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2604. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd17@oden.se>
Source record: 79021

Hi Jo Even,

on Sun 09-05-1999 13:37 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: CPU clocking terminology
>
>I don't disagree with you on any of the CPU-related stuff you wrote, so I
>won't comment that. Please note that when I refer to the CPU clock on the
>040 I naturally mean the BCLK.

I already assumed that. It was one of the reasons I stated that not all of
the stuff I wrote was aimed for you,

----- snip ----- re: PCLK definition
>
>AFAIK the PCLK is only used internally for timing/syncing, the FPU, ALU
>etc. all run at BCLK. It's been a while since I last looked in the 040
>manual, so I could be wrong, but generally the BCLK is accepted as the
>"true" clock for the 040/060.

I think you are right. In some places the manual does state that PCLK is
used to control internal operations, but then when I check execution timing
for FPU and ALU all references are to BCLK cycles.

So: CLK == BCLK, and forget PCLK (except in hardware design of course)

>> You seem to be missing that CT2B also runs Combel and Videl at 50 MHz.
>
>Yes, I obviously do.

Actually it is obvious from the benchmarks, because Combel and Videl are
both involved in ST-RAM access, and since these accesses are accelerated,
those chips must be too.

Actually the original 32 MHz clock in my Falcon does not appear to drive
any hardware at all anymore, though it does go to the CT2B, so it can
use this timing when booting in 'compatibility mode', and for driving
the (optional) output to Videl's ExtCLK.

----- snip ----- re: running NVDI in FastRAM
>
>But the point with a graphics-card is that you don't have to let the CPU
>do this! The CPU only has to tell the card "draw a line from x,y to
>x1,y1", that's all. Filling, blitting, drawing the mouse-pointer etc. is
>handled directly by the graphics-card, which means that the CPU can spend
>valuable cycles doing something sensible instead.

Sure, but for some operations NVDI (or other driver) will still need to
transfer graphics data to the card. The operations you mention mostly
move around data already present on the card, or generates lines etc.

There will always be a need for blitting stuff from system RAM to the
card and for such operations it's vital that software runs in FastRAM.
This is especially true for an AB system like yours, since the ST-RAM
access is so slow there.

>Also, because the graphics-card has it's own memory it takes a huge load
>off the ST-RAM, and if it has VRAM the access to the card is not affected
>by refresh-rates or resolutions.
>
Actually this means that the card itself splits up memory much like we do
without it. The main difference is that we use ST-RAM also for general
purpose programs, but that is precisely what we should avoid to keep the
system efficient. Ideally ST-RAM should only be used for screen RAM and
DMA buffers, but due to TOS design we are also forced to use it for some
system variables and some other stuff.

>>>The slowest mode on my 1Mb DRAM Nova (16 bit) is ten times faster than
>>>the fastest mode on the Videl...
>
----- snip ----- re: NOVA 160 times faster...?
>
>You assume that the graphics-card is only a DAC and some RAM-chips,

I never assumed any such thing. You just assumed that I did.
(I hate recursive assumptions ;-)

>but as I said this is not the fact. If it was, then ofcourse a graphics-card
>can't be *that* much faster.

Actually there are lots of things for which it still can't be.

Whenever new data is to be transferred into the visible screen RAM from
elsewhere, it still has to be moved to the card somehow. Some few things
may be storable in 'extra' RAM space of the card, but when a program
wants to blit images of its own to the screen, they have to be moved
from normal system RAM to the card, by CPU or a special blitter.

That will never be 160 times faster than letting the CPU move it into
ST-RAM for display by Videl, which is how it is done by NVDI without
a graphics-card. In fact I do not believe it can be much faster at all,
certainly nowhere near the factor 160.

>> Possibly AC tested an early version which really did have 32MB limit.
>
>Actually, when I read it closer it looks like the author assumed that the
>RAM-limit was dependant of the number of SIMM-slots. I would be surprised
>if this was true.

Well, that is the equivalent of saying that all SIMMs have the same RAM
size, which is simply not true. They come in a wide variety of sizes.

Today 32 MB may seem like a dominant size, but this is only temporary.

In any case, according to Centek specs the current limit is 128 MB, and I
for one am inclined to trust that. But I don't have any, so I can't test it.

--

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2605. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd18@oden.se>
Source record: 79022

Hi Tony,

on Sun 09-05-1999 16:18 Tony Cianfaglione wrote:
>
> Well, well, well....

Yes, it is nice to be well... ;-)

----- snip ----- re: STinG PPP unable to handle passwords longer than 8 chars

Sh*t!

I remember discussing with Peter the need for extending some of the editable fields in the dialer, for AT commands etc, but I had no idea that some stuff was limited to even shorter lengths elsewhere.

This is a serious error, but I'm afraid we have to live with it for now, as Peter still has not rejoined the beta list, or contacted me in private mail.

----- snip ----- re: is that a bug ?

It is a bug, so there is no better word for it.
The password should not be limited this way.

----- snip ----- re: has it been fixed ?

I have no idea myself if this has been changed in the new version. It also depends on the SERIAL.STX, since that is the module that contains the PPP implementation. Since the dialer itself does have long editable fields for both PAP_ID and PAP_PASSWORD, it is quite likely that SERIAL.STX causes the error.

----- snip ----- re: your successful login

Congratulations, I hope it keeps working for you now.

>When you start CAB, do NOT change the Home.html file to point to an online
>site.

Yes, that would not be good, because CAB was written mainly as an offline tool originally, and really expects a local file here. It should have the ability to use an online page too, but it doesn't and is not likely to be fixed since Alexander has more or less dropped his support for it.
(He's very busy with the various _real_ CAB versions, I gather.)

>I do this with all of the other systems and have no problem but CAB 1.5
>crashes with 2 bombs if I change the Home.html to anything but the German
>start-up page located on my C: drive.

That is not how it should be. I haven't used that page for years, and I do still use CAB 1.5 occasionally. Any local HTML file should do.
I'd better make some tests right away.

----- some tests later -----

There is a bug in CAB 1.5 causing it to bomb if its 'home page' has been set to some online file. This is regardless of whether that is on local net or Internet, and regardless of whether a server exists that can send the page or not. Any http: URL in the 'home page' setting field will cause CAB 1.5 to bomb (bus error). This field should only be set to a local file through the buttons available. That will not bomb, regardless of whether the file exists or not.

CAB 2.7, on the other hand, has no problems of this kind. It allows either local or online pages to be 'home page'. If started offline, or the page server is down or can't find the page for you, then you get an error report page instead. _But_ with STinG 1.15 the report for being offline will be somewhat delayed, because of a bug in TCP_wait_state, which was fixed in the latest TCP module, included in the STinG 1.20 release.

That delay before error report, when attempting to connect while offline, actually applies to most clients (not just CAB) and is one motivation for switching to STinG 1.20. (The major motivation is TCP_close improvement.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2606. Re: TelNOT!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd19@oden.se>
Source record: 79023

Hi Tony,

on Sun 09-05-1999 16:25 Tony Cianfaglione wrote:
>
----- snip ----- re: TelStar login problem (No password prompt)

TelStar has very rudimentary VT100 support (almost none), and that may be
the cause of your problem here.

You may have better luck with TelVT102, by Boris D. Cahan.
This client has a very good terminal implementation.

> I can select Close in the options so the application isn't crashed and
>I can reopen it again to the same results. I can close and leave the
>application and go back to CAB with no problem. What's happening here?

I think that TelStar may be missing some VT100 escape codes, or possibly
misinterprets them. There are some escape codes that demand a reply from
the other end, and I don't think TelStar implements those. That would
lock up the conversation at that point, even though nothing is crashed.

>Is ther a debug script that can be used to help?

Not AFAIK.

> The ISP is stumped on this one so here I am again asking advice.

Get TelVT102 and try that instead.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2607. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736c704a6efd1a@oden.se>
Source record: 79024

Hi Neil,

on Sun 09-05-1999 13:59 Neil Roughley wrote:
>
>The new version of aFTP (1.52b) is actually slower during uploads than
>the previous version (this under STinG 1.20 and MagiC). For me the 'event
>loop' fix has made things worse.

I have not yet had time to test the new release, but will do it ASAP.
It is possible that some mistake has been made after the beta I was
sent by Jan Krivanek. That beta did upload at 4000+ CPS on my LAN,
so it was definitely better than 1.51b in that respect.

I'll post more info after testing version 1.52b.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2608. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Danny Jordan <dannyjordan@worldnet.att.net>
Message-ID: <7h6mpi$ls9$1@bgtnsc03.worldnet.att.net>
Source record: 79025

Nicholas, Thank you very much for the information! Yes, I have fooled around with MROS multitasking. I want to get another machine for backup purposes, in case I have problems with the STE.

The OnStage program is a two-part program. One part is a simple MIDI file playback and editor which allows you to set up "sets" of 32 songs per floppy diskette. The second part turns the Atari into a dedicated MIDI file player for performance purposes. You can load a "set" of songs (up to 32) into RAM and play any of them instantly. Also, it allows you to load new songs while the current song is still playing, so there is no pause in the performance. That is the reason that I need more than 1Mb of RAM.

--
Regards,
Danny Jordan
dannyjordan@att.net

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message news:3736952E.9D0FB855@directprovider.REMOVETHECAPITALS.net...
>
>
> Danny Jordan a écrit :
> >
> > I have a 1040STe with 4 Mb of RAM that I use with a MIDI program called
> > On-Stage. Also have Cubase. I am looking for a second machine. I need to
> > find out more information on the various 1040STs. Ex. 1040ST,
> > 1040STf..etc... Which ones can use how much RAM. I need more than 1 Mb
to
> > run as a MIDI file player.
>
> 1040=1Mb
> 520=512K
> Mega=1, 2 or 4 Mb (usually labelled Mega ST1, ST2 or ST4).
>
> However, only the 1040/520STE are easily expandable with standard SIMM
> memory, so if you need more than 1Mb, either get a MagaST2, MegaST4 or
> any type of STE that you can expand to 4Mb (like yours).
>
> Be sure to always get an SM124/125 monitor if you plan on using Cubase.
>
> If you want a faster machine, get a MegaSTE (68000/16), a Falcon
> (68030/16) or a TT (68030/32), all of which will happily run Cubase 3.0
> or later. They'll choke on Cubase 2.0 though.
>

> By the way, did you know that Cubase has it's own multitasking system
> that allows you to run several MIDI apps simultaneously with a sort of
> software internal MIDI communication interface. This is called MROS and
> is detailed in the manual. Depending on the application, you might not
> even need another ST.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

2609. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3736DDF9.F2E@ooc.de>
Source record: 79026

Paul Nurminen wrote:

> bit annoying that a supposedly inferior product (ICD Pro) dealt with these
> freeze ups so much better (at least in _my_ particular setup).

I don't think it is better to have timeouts so short that you can't
transfer large blocks of data at all.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2610. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3736DE27.6598@ooc.de>
Source record: 79027

Paul Nurminen wrote:

> And this makes HD Driver better because??????

Because it's SCSI-compliant. The problem is the Falcon, not the drivers.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2611. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3736ebdc3364f71@mail.otenet.gr>
Source record: 79028

on Mon 10-05-1999 06:52 Derryck Croker wrote:

>I have to say that I prefer to have programs in English with manuals in text
>or hypertext form, rather than hold out for paper format ones - and end up
>with nothing. They represent a large inverstment in time...
>
Sure, I agree. I have them always 'somewhere', waiting to send them back
for the next upgrade.

>What do you think of MagiCPC? Anything it won't run that MagiC on a Falcon
>will?
>
Forgive my bad English, do you mean what software will run on a Falcon that
will _not_ run on MagiC PC ?
MagiC PC is (internally) an MC68000 emulator, so it will not run any programs
written for any higher processor. This is of course true for any DSP code or
any specific code for any Falcon's subsystem.

Regards Vassilis

2612. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Danny Jordan <dannyjordan@worldnet.att.net>
Message-ID: <7h6ocq$694$1@bgtnsc03.worldnet.att.net>
Source record: 79029

Nicholas, Thank you very much for the information! Yes, I have fooled around with MROS multitasking. I want to get another machine for backup purposes, in case I have problems with the STE.

The OnStage program is a two-part program. One part is a simple MIDI file playback and editor which allows you to set up "sets" of 32 songs per floppy diskette. The second part turns the Atari into a dedicated MIDI file player for performance purposes. You can load a "set" of songs (up to 32) into RAM and play any of them instantly. Also, it allows you to load new songs while the current song is still playing, so there is no pause in the performance. That is the reason that I need more than 1Mb of RAM.

--
Regards,
Danny Jordan
dannyjordan@att.net

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote in message news:3736952E.9D0FB855@directprovider.REMOVETHECAPITALS.net...
>
> 1040=1Mb
> 520=512K
> Mega=1, 2 or 4 Mb (usually labelled Mega ST1, ST2 or ST4).
>
> However, only the 1040/520STE are easily expandable with standard SIMM
> memory, so if you need more than 1Mb, either get a MagaST2, MegaST4 or
> any type of STE that you can expand to 4Mb (like yours).
>
> Be sure to always get an SM124/125 monitor if you plan on using Cubase.
>
> If you want a faster machine, get a MegaSTE (68000/16), a Falcon
> (68030/16) or a TT (68030/32), all of which will happily run Cubase 3.0
> or later. They'll choke on Cubase 2.0 though.
>
> By the way, did you know that Cubase has it's own multitasking system
> that allows you to run several MIDI apps simultaneously with a sort of
> software internal MIDI communication interface. This is called MROS and
> is detailed in the manual. Depending on the application, you might not
> even need another ST.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@

> -' ' `- http://quickfaq.atari.org directprovider.net

2613. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1drk4o3.1wfb8rh161c042N@pm-d16.rhein-main.de>
Source record: 79030

> I know, that's why I quoted him ;-) He clearly (IMO) says what I say - the
> CT2 does not run the Falcon motherboard at 50MHz.

Right, only the CT2 board works internal with 50Mhz.
Falcon hardware doasnï¿½t like this clock rate.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2614. Help! SUPRA + ICD harddrives?

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-dejanews.com>
Message-ID: <7h6u05$5qq$1@nnrp1.deja.com>
Source record: 79031

Greetings all,

I have problems getting both of my harddrives connected at the same time. Basically, what I want to do is to attach both drives to the same SCSI-controller, but that won�t work! :(

I have:

1) One ICD (SCSI<-->ATARI) adapter with a 50 Mb SEAGATE

2) One SUPRA (SCSI<-->ATARI) adapter with a LP105S QUATUM drive.

The supra drive won�t be recognized with anything but the original adapter+driver, and if it _IS_ attached to the supra-adapter at the same time as the SEAGATE drive, then none of them will be recognized.

I would prefer to use the ICD-card, as it seems to be more compatible with newer drives, but I might be wrong on that one.

Please help!

-HELP! :)

/Joakim

--
WWW: http://hem1.passagen.se/gokmase/atari

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2615. adding RAM to STf

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Chris Rupert <crupert@netrover.com>
Message-ID: <7h6qu6$485$1@goblin.uunet.ca>
Source record: 79032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There have been a couple of postings here which have confused me a bit. Is it possible to add more RAM to my 1 Meg STf (I think it has TOS 1.0)? Also, how much can I expect to pay for another meg or two of RAM?

Thanks

Chris

--
crupert@netrover.com
http://www.netrover.com/~crupert

2616. Re: adding RAM to STf

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3736F269.79A38D54@directprovider.REMOVETHECAPITALS.net>
Source record: 79033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Rupert a ï¿½crit :
>
> There have been a couple of postings here which have confused me a bit. Is
> it possible to add more RAM to my 1 Meg STf (I think it has TOS 1.0)? Also,
> how much can I expect to pay for another meg or two of RAM?

It's possible, but a little bit messy and expensive, as it requires an
extra upgrade board. You should contact your closest dealer for prices,
since you seem to be located in Canada.

I found that it was cheaper to get my hands on an STE (these use SIMM
memory) and upgrade that with standard RAM.

This is all detailed in the Quick FAQ.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2617. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h6ui2$5t9$1@snipp.uninett.no>
Source record: 79034

Ronald Andersson <dlanor@oden.se> wrote:

>>AFAIK the PCLK is only used internally for timing/syncing, the FPU, ALU
>>etc. all run at BCLK. It's been a while since I last looked in the 040
>>manual, so I could be wrong, but generally the BCLK is accepted as the
>>"true" clock for the 040/060.

> I think you are right. In some places the manual does state that PCLK is
> used to control internal operations, but then when I check execution timing
> for FPU and ALU all references are to BCLK cycles.

I think PCLK is used to clock the instruction- and datapipes, but as I
said, I'm no authority on the internals of 68k CPUs...

> Sure, but for some operations NVDI (or other driver) will still need to
> transfer graphics data to the card. The operations you mention mostly
> move around data already present on the card, or generates lines etc.

> There will always be a need for blitting stuff from system RAM to the
> card and for such operations it's vital that software runs in FastRAM.
> This is especially true for an AB system like yours, since the ST-RAM
> access is so slow there.

Precisely, but if you watch the screen in front of you now you'll probably
notice that almost everything is generated by the VDI, and not bitmaps
blitted to the screen. And bitmaps are often "re-used" by the card as
well, e.g. scrolling or moving windows is very fast on my low-spec'ed Nova
because the card blits most of it around the screen. No ST-RAM access or
CPU required at all.

If you're talking about games or demos then the difference is marginal,
simply because every pixel you see is generated and blitted by the CPU.
However, if you write a 3D-game and load the textures to a good 3D-card
you get framerates impossible with any CPU. It's just a matter of where
you want the data processed. My point is that with the Videl you simply
can't do this, *everything* must be done by the CPU.

Btw. how much bandwidth do you have left when the Videl is running in
16-bit? In 640x480, 60Hz it will use almost 4Mb/s, which eats up quite a
lot of the original 10Mb/s. I still have 5Mb/s (7Mb/s with a bit of
hacking) regardless of resolution, I could use 1600x1200x24/120Hz if I had
a more modern card... Now, imagine the same card on a CT2 with 10Mb/s.

> Actually this means that the card itself splits up memory much like we do
> without it. The main difference is that we use ST-RAM also for general
> purpose programs, but that is precisely what we should avoid to keep the
> system efficient. Ideally ST-RAM should only be used for screen RAM and

> DMA buffers, but due to TOS design we are also forced to use it for some
> system variables and some other stuff.

But ST-RAM is just DRAM, so higher resolutions/refreshrates/colours means slower access for the rest of the system. With VRAM you don't have this problem, you always have full speed access to the video-mem regardless of how much bandwidth the graphics-card use.

> Whenever new data is to be transferred into the visible screen RAM from
> elsewhere, it still has to be moved to the card somehow. Some few things
> may be storable in 'extra' RAM space of the card, but when a program
> wants to blit images of its own to the screen, they have to be moved
> from normal system RAM to the card, by CPU or a special blitter.

> That will never be 160 times faster than letting the CPU move it into
> ST-RAM for display by Videl, which is how it is done by NVDI without

Ofcourse not, but have a look at your monitor: How much of the visible area is generated by simple primitives? I assume more than 80% of my screen is covered by these, and the CPU doesn't have to push more than a few hundred bytes to move a window. In such a "real life" situation my graphics-card is somewhere between 10 and 20 times faster than the Videl.

> a graphics-card. In fact I do not believe it can be much faster at all,
^^
You've admitted that you've never seen a graphics-card in action on a Falcon, and I can assure you that you're *very* wrong here ;-) In real life, I notice very little difference between my Falcon and my (now sold) 450MHz CeleronA with a ultra-cheap S3-card... (except that I only have 1Mb in my Nova)

> certainly nowhere near the factor 160.

But again you assume that the CPU has to shift every pixel to the videomem. This is simply not the case, unless you play games or use a GUI that entirely bypasses the VDI!

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2618. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990510123623.5853C-100000@halifax.chebucto.ns.ca>
Source record: 79035

Hi Ronald,

On Mon, 10 May 1999, Ronald Andersson wrote:

> Congratulations, I hope it (STinG) keeps working for you now.

I set it up on my second Falcon and it connected right away. :-)

> CAB 2.7, on the other hand, has no problems of this kind.

I haven't been able to locate CAB 2.7 nor STinG 1.20 on the Internet.
Do you have any URLs?

Thanks, Tony

2619. FA: Atari 520 ST system and more on EBAY

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Mike <changm@aracnet.net>
Message-ID: <3736FD03.4F08F65B@aracnet.net>
Source record: 79036

Hi All,

Thanks for the help on the previous postings. I have on EBAY the extra
520 ST
system that I picked up a while ago. The links below will take you to
the various
items:

Thanks for looking,
-Mike

Atari 520 ST System
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102280924

Atari 800XL System
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102278010

Old Calculator Game Books
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102273817

TRS-80 Pocket Computer
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102272770

Bruning Slide Rule w. Case
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102274786

ROBOTIX R1000 Kit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102283320

ROBOTIX R2000 Kit
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102287225

PVC Indonesia Princess Beanie Baby
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102276156

2620. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h6uvj$5t9$2@snipp.uninett.no>
Source record: 79037

Ronald Andersson <dlanor@oden.se> wrote:

>>Note that this does not slow down the ST-RAM itself, so the Videl is not
>>affected. Ofcourse, the CPU can't move stuff around in ST-RAM as fast as
>>with a CT2 so graphics will be slower, but refresh-rates etc. are not
>>affected.

> True, but the Falcon did not have any margins to speak of even without a
> slowdown in reading and writing from screen RAM. With such a slowdown I
> can well understand that most AB users will regard a graphics-card as a
> necessity, and FastRAM as an absolute *must*.

Thanks to the faster CPU (hence much faster processing of VDI-primitives),
the AB/Videl-combo is still faster than the Videl on a Nemesised Falcon.

> Investing in a CT2B can be made more gradual, since it makes the system
> faster in all respects even without any FastRAM, and there is no forcing
> need to have any graphics board as ST-RAM access too is accelerated.

No, but you don't have a choice either.

> I do know that they have experimented with 68040 stuff too, but scrapped
> some of the ideas because the 68040 will not allow itself to be accelerated
> as well as 68030 and 68060. At least that is what they said.

Centek seems to dislike the 040 a lot, especially before the CT2 was
released and the AB still was available they published a lot of crap on
their website. I can't see any reason why the 030 should be better than
the 040 speed-wise - run it at 50MHz on a CT2-based design and it will be
atleast 20% faster when accessing FastRAM, 300% faster cache, 2000% faster
FPU...

> This makes it likely that they will concentrate on 68060 stuff as the next
> step up from 68030.

For their Phenix - yes, but I can't see that they will make a 060
Falcon-accelerator.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2621. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h716m$6cl$1@snipp.uninett.no>
Source record: 79038

Ronald Andersson <dlanor@oden.se> wrote:

>>And since the ST-RAM is involved in *everything* that happens on the
>>Falcon-bus (Videl, DSP, DMA...) this is by far the most important figure
>>here...

> DMA does go through Videl, and thus DMA communication with DSP does too,
> but the DSP memory itself has nothing to do with ST-RAM. The DSP has a
> static RAM area all its own. In any case DMA, DSP, and Videl chips are

That's correct, but the CPU<->DSP interface is restricted to less than
1Mb/s anyway, so it's not relevant.

> all clocked at 50 MHz by CT2B, giving at least a 56% speed improvement
> in their performance. The improvement will be somewhat higher for the

Btw. for those who wants to speed up their DSP and FPU permanently, have a
look at http://atari.nvg.org (in the hardware-section).

>>Not mine either, but to be honest I'm a bit tired of people saying that
>>the 040 and 060 is "not compatible" (Have a look at kellis' CT2-page for
>>more nonsense (sorry kellis) about this), because my own experience is
>>quite the opposite.

> I have seen her page, but I do not wish to discuss it now, since that was

Well it says something like "...having their caches turned off 90% of the
time to be somewhat compatible". Pure c**p (again, sorry kellis, but it
really is!). Never mind.

> some time ago. Actually I can't remember what she said about other CPU's
> than 68030, since I was most interested in facts that concern CT2.

Ditto. I just got a bit upset about the AB-reference :-)

> But unfortunately some programmers are still not aware of these things,
> and continue to program for their own machine only, with compiler flags
> set to use as much type dependencies as possible, without any checks.
> Naturally those programs will only work on machines of that type.

I guess I'm just lucky, because I don't have any problems with this. I'm
using fairly new apps though.

> Having multiple add-ons makes it impossible to use the original case anyway,
> and with a 'tower' case there can be room to make an extra set of expansion
> connectors for the Falcon. This would be plugged into the original ones
> using ribbon cable and connectors that include a through-port for CT2B.

This is ofcourse an option, but it would definitely be easier, cheaper and
safer to just have those connectors on the card itself...

> 16bit read (100% hit) -> 63.091 MByte/sec (~803%)
> 16bit write (100% hit) -> 8.849 MByte/sec (~147%)
> 32bit read (100% hit) -> 125.786 MByte/sec (~801%)
> 32bit write (100% hit) -> 17.730 MByte/sec (~265%)
> --- snip ---
> Linear 32bit read (FastRAM) -> 34.629 MByte/sec (~651%)
> Linear 32bit write (FastRAM) -> 17.055 MByte/sec (~264%)
> Linear 32bit copy (FastRAM) -> 11.397 MByte/sec (~353%)

> These should be compared to your results below:

>>16bit read (100% hit) -> 63.091 MByte/sec (~803%)
>>16bit write (100% hit) -> 64.102 MByte/sec (~1065%)
>>32bit read (100% hit) -> 125.786 MByte/sec (~801%)
>>32bit write (100% hit) -> 128.205 MByte/sec (~1923%)
> --- snip ---
>>Linear 32bit read (FastRAM) -> 34.675 MByte/sec (~652%)
>>Linear 32bit write (FastRAM) -> 22.696 MByte/sec (~351%)
>>Linear 32bit copy (FastRAM) -> 15.117 MByte/sec (~468%)

> The significant difference here lies in the write cache hits, as well as

Something must be seriously wrong here, the write-performance is pathetic!
Even with copyback-cache disabled my AB performs much better.

> in the write to FastRAM. Somehow you seem to be having write caching
> at a higher efficiency than read caching, which should not be possible.

According to the CT2-test in AC#12 the CT2 also was faster at writing than
reading.

> I don't understand that. But then, I don't understand the ridiculously
> bad write caching results of the file I had either...

It must be a cache-problem, perhaps a poorly configured driver.

> I agree with most of that. Except that I must add that it is clear that
> CT2B is faster for all kinds of write operations, both to FastRAM and to
> ST-RAM and to other hardware.

To ST-RAM, yes, but the diffence in fastRAM is very marginal. Consider the
fact that the CT2 runs at 50MHz while the AB only runs at 32MHz you see
that the 040 is a lot more efficient.

> However, for general TOS compatible use, all data written must also write
> through to the physical RAM, because the TOS code does not contain 68040
> cache flushing before activating DMA operations. Anything which has not
> been transferred from cache would be missed by DMA, as Falcon was not
> designed for 68040, and therefore does not implement the snoop signals.

> Thus the 'write-through' mode is the only one that can be safe to use,
> and should therefore be used for comparisons. Possibly I am missing

> something here, being unfamiliar with AB40 design, but I do not see how
> other 68040 cache modes can be used safely. It is in any case the same

It's very easy: Don't cache the DMA-buffer :-) I use copyback-cache all
the time, both with TOS, MiNT and MagiC and it's generally very stable.

>>With the current CT2 you don't have that.

> I disagree. You obviously think that a board for the expansion bus,
> like CT2B should have a through-port, and I agree, they should. But
> that also goes for every single graphics-card (or adapter for such)
> that is made for this expansion bus. If they do have it, then CT2B
> can be plugged into it. If they don't have it, then we can't blame
> just Centek for it, now can we ? They are both to blame then,
> Centek and that other manufacturer.

You are right (you don't hear me say that often...).

> Ok, I see your points, except for the one thing about no acceleration.
> My Videl is now accelerated by appx 56% for all purposes, with some
> extra for CPU interactions (especially for ST-RAM access), and this
> really does make a difference.

I don't doubt that, but what I meant with "hardware acceleration" is that
the Videl has no hardware that can process and render primitives, and this
is one of the major advantages of a dedicated graphics-card.

> It is not a matter of speed, but of physical addressing schemes that
> do not comply with Atari standards (FastRAM), and of a PMMU scheme
> that causes part of the logical address space to not comply as well.
> ($00xxxxxx is not made fully equivalent to $FFxxxxxx)
> Those are serious compatibility issues.

This is basically how the AB is implemented as well, the PMMU is used to
create a continuous fast-mem in the standard TT location.

>>If not, then I wouldn't worry. Software
>>that use the PMMU will have to preserve the current PMMU-tree anyway,

> No they don't, because they can't. It is not possible to impose one
> complex PMMU mapping system on top of another. It doesn't work that way.

Well, MiNT does that and it works. It will not work if the previous tree
was dynamic, but so far they're not.

> Normally there can only be one such system at a time, since the PMMU
> maps do control the entire system. That is why memory protection must
> be disabled when you want to use OUTSIDE. Such can only coexist if
> designed to work together, not when developed independently.

Memory-protection and Outside can't live together for one simple reason:
Both are dynamic. But there's no problem in inheriting a static tree and
use that when building PMMU-trees for individual processes (like MiNT
does).

> That is why the basic machine must be independent of PMMU in mapping
> physical devices and RAM to addresses that comply with Atari specs.

That's preferable, but not always possible.

> It is a stupid method honestly. It is really silly for each accelerator
> to require a deviant PMMU mapping. NONE AT ALL should be needed in the
> normal operation of any accelerator. That is how the one and only Atari
> TOS machine designed for a wide address range works, the TT030.

If everybody wrote clean programs instead of depending on the memory-model
of one particular computer (the TT) there would be no need to use the PMMU
for this. Nowhere does it say that alt-RAM begins at this and this adress,
in fact you can add chunks of alt-RAM at will.

(Btw. if there are any parts of your message I haven't commented it's
simply because you're right and I'm wrong and I *hate* admitting it...)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2622. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37371cfe$0$496@news.zetnet.co.uk>
Source record: 79039

On 9 May 1999 16:18:05 -, Tony Cianfaglione wrote:

> I start my Falcon up to the desktop, I select STinG and watch the
>modules load in a line across the screen, I select STinG internals (in
>the control panels) and select Active,

I have 'Save'ed Internals with 'Active' set. I use COPS as CPX server
where Internals is loaded automatically (along with a few others) at
start up so I can cut out this step.

>Connect. I now make a fast, great connection and start CAB (which I have
>a caveat about as well).

Whoopee!

>point to an online site. I do this with all of the other systems and have
>no problem but CAB 1.5 crashes with 2 bombs if I change the Home.html to
>anything but the German start-up page located on my C: drive.

Now you are all OK why not fetch the demo version of CAB v2.7 from the
ASH site? And get Dan's latest CAB.OVL while you are on-line :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2623. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905100726.a37565@wun.maus.de>
Source record: 79040

Hallo Jo Even!

JES>OK, here's my nembench-results:

I'd like to provide these benches for the Milan, but nembench will simply do
nothing but block the machine :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

MEMSPEED V1.0 (c) 1994 by Torsten Lang

ST RAM (MB/s)
MEM-Type L1 L2 MAIN
READ 119.0 38.4 37.3
WRITE 131.5 21.7 21.0

TT RAM (MB/s)

MEM-Type L1 L2 MAIN
READ 119.0 38.4 37.3
WRITE 119.0 21.5 20.8 ?

2624. Re: STinG over null-modem connection, please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905100742.a37566@wun.maus.de>
Source record: 79041

```
Hallo Gary!

GS>Does anyone have a sample DIAL.SCR for a nullmodem connection ?

Yes, I do.
- Leave out all Modem commands
- Replace "SUCCESS=CONNECT" by "SUCCESS=DIRECT"
- Put in your PPP stuff (username, password) as usual

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

P.S.: Mine looks like this:

#
#
# General Parameters
#
SERIALPORT = MODEM1
DEF_ROUTE = TRUE
MASQUERADE = FALSE
EXEC_BATCH = FALSE
CIX_LOGIN = FALSE
RESIDENT = TRUE
DEBUGGING = FALSE
#
#
# Port Parameters
#
CLIENT_IP = your_client_ip_here (or 0.0.0.0 if negotiated with PAP)
MTU = 1500
PAP_ID = your_pap_id_here
PAP_PASSWORD = your_password_here
PAP_PROMPT = FALSE
PROTOCOL = 1
VJHC = FALSE
LAN_PORT = FALSE
#
#
# Addressing
#
USERNAME = your_username_here
FULLNAME = your_name_here
HOSTNAME = your_provider_here
NAMESERVER = 194.25.2.129
NAMESERVER = 130.75.1.40
```

```
NAMESERVER = 194.95.193.10
NAMESERVER = 192.0.255.1
FETCH_DNS = FALSE
#
#
# Modem Specifics
#
INIT =
PREFIX =
HANGUP = DTR
CONNECT_WAIT = 60
REDIAL_DELAY = 20
SUCCESS = DIRECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT = NO DIALTONE
#
#
# Telephone
#
PHONE_NUMBER = 0191011
FEE_FILE = LOCAL.FEE
ISP_TIME = 60, 0.05
ISP_SENT = 12288, 0.00
ISP_RECVD = 86016, 0.00
#
#
# Network Environment
#
#
#
# Dial Script
#
FIND_TIMEOUT = 60
#
DIAL_SCRIPT
#
```

2625. FS/T: Atari ST games [05/10/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37414e74.8179612@news.nls.net>
Source record: 79042

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/10/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 7.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 7.00 Alcon (Taito)
$ 7.00 All Aboard! (Terrific Software)
$ 7.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 6.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 7.00 Auto Duel (Origin Systems)
$ 7.00 Awesome (Psygnosis)
$ 7.00 Battleship (Epyx)
$ 6.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 7.00 Blockout (California Dreams)
$ 7.00 Bobo (Terrific Software)
$ 9.00 Bride of the Robot (Free Spirit) -- ADULT content!

$ 8.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 7.00 Championship Wrestling (Epyx)
$ 7.00 Crash Garrett (Metal Hurlant)
$ 6.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 7.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 7.00 Dynasty Wars (Capcom)
$ 7.00 East vs. West Berlin 1948 (Time Warp)
$ 7.00 Eliminator (Hewson)
$ 7.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 7.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 7.00 Golden Path (Firebird)
$ 7.00 Goldrunner II (Microdeal)
$ 7.00 Hoyle Official Book of Games (Sierra)
$ 7.00 Hyperdome (Exocet)
$ 7.00 Impossible Mission 2 (Epyx)
$ 7.00 Jewels of Darkness (Firebird)
$ 7.00 Jupiter Probe (Microdeal)
$ 7.00 Karateka (Br0derbund)
$ 7.00 Keith Van Eron's Pro Soccer (Microplay)
$ 7.00 Knight Orc (Rainbird)
$ 7.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 7.00 Last Duel (Capcom)
$ 7.00 Leander (Psygnosis)
$ 7.00 Major Motion (MichTron)
$ 7.00 Man Hunter: New York (Sierra)
$ 7.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 7.00 Moebius (Origin Systems)
$ 3.00 Paint Pro (Abacus Software)
$ 7.00 Phantasm (Exocet)
$ 9.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 7.00 Police Quest 2 (Sierra)
$ 7.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 7.00 Professor Craps (Scorpio Systems)
$ 7.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 7.00 Rambo III (Taito)
$ 7.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 7.00 Rick Dangerous (Microplay)
$ 7.00 RVF Honda (Microplay)

$ 7.00 S.D.I. (Cinemaware)
$ 7.00 Savage (Microplay)
$ 7.00 Silicon Dreams (Firebird)
$ 6.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 7.00 Space Quest I (Sierra)
$ 7.00 Space School Simulator (CRL Group)
$ 7.00 Star Quake (Terrific Software)
$ 7.00 Star Wars (Br0derbund)
$ 7.00 Starglider (Rainbird)
$ 7.00 StarRay (Logotron Recreation)
$ 7.00 Stationfall (Infocom)
$ 7.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 7.00 The Advanced OCP Art Studio (Rainbird)
$ 7.00 The Colonel's Bequest (Sierra)
$ 7.00 The Games (Epyx)
$ 7.00 The Guild of Thieves (Rainbird)
$ 7.00 The Pawn (Rainbird)
$ 7.00 The Sentry (Firebird)
$ 7.00 The Viking Child, Prophecy 1 (Imagitec)
$ 6.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 7.00 Transputor (CRL Group)
$ 6.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 7.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 7.00 Wishbringer (Infocom)
$ 7.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 7.00 Zero Gravity (Microdeal)
$ 7.00 Zork I (Infocom)
$ 7.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account

#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2626. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <373740301949700@xs4all.nl>
Source record: 79043

Hello Ekkehard,
about 'Re: [MagiC] What's in Utilities Folder?' you wrote:

>BR>HARDCOPY.PRG
>?
In Magic 5 this program enables screendumps on 9pin printers.
Regards, Joost.
--

Joost Bataille email: bataille@xs4all.nl

2627. Re: New version of aFTP is waiting for

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: atari@bright.net
Message-ID: <7h7g40$g65$1@cletus.bright.net>
Source record: 79044

On 10 May 1999 11:38:59 , Ronald Andersson wrote:
>Hi Neil,
>
>on Sun 09-05-1999 13:59 Neil Roughley wrote:
>>
>>The new version of aFTP (1.52b) is actually slower during uploads than
>>the previous version (this under STinG 1.20 and MagiC). For me the 'event
>>loop' fix has made things worse.
>
>I have not yet had time to test the new release, but will do it ASAP.
>It is possible that some mistake has been made after the beta I was
>sent by Jan Krivanek. That beta did upload at 4000+ CPS on my LAN,
>so it was definitely better than 1.51b in that respect.
>
>I'll post more info after testing version 1.52b.

Have not noticed speed problems here, but 1.52b still does not connect
right to my ISP. Neither did 1.51b. I have to hit reload everytime it
first connects. Went back to 1.5b again.

Atari Computer User: Lonny Pursell E-Mail: atari@bright.net
WWW: http://www.bright.net/~atari/ IRC: lp @ #Atari @ IRCnet

2628. Re: Okami's Login

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <373616541586010@smok.krakus.top.pl>
Source record: 79090

On Sun 09-05-1999 19:11 (+0200) Gordy wrote:

>Do you know whether the fixed version can be download off of the Okami
>website?

Ten days ago Jos announced an official release of version 2.0.
A full packet is to be download from his home page, i.e.:
http://www.xs4all.nl/~josdb

--
Greetings from Okami Newsreader user
-
Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

2629. Re: STinG over null-modem connection, please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373617a43d842d0@tripnet.se>
Source record: 79091

On Sun 09-05-99 18:58 (GMT) Gary Stollman wrote:

>Hi,
>
>After a fight with my FreeBSD whose serial ports both seem to be blown
>
>up (I put in another serial card now), I am still having problems
>connecting my Atari to this box with PPP using a nullmodem cable.
>
>STinG says: 'modem status offline'

Do not click on connect in the dialer as the other side is not a modem!

On the fresh rebooted Atari open the "STinG Port Setup" cpx and click
on active for the actual port you are using (with fixed ip-address
set). Then open the Dialer and click on "Tools" - "Statistics". Now
select the actual serial port you are using. You should see "Sent"
increasing as STinG is trying to negotiate.

>
>When I do a connect in sting I see 'AT' appearing in my cu session on
>the FreeBSD box. (I left in the modem init string to check the cable
>works.)
>
>But STinG does not seem to understand the connection is already
>established. Does anyone have a sample DIAL.SCR for a nullmodem
>connection ?

It _is_ possible to use the dialer to log in on nullmodem but why would
you want to do that?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2630. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3736300230f5e02@oden.se>
Source record: 79092

on Sun 09-05-1999 00:19 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: why is AB so slow in ST-RAM access
>
>The 040 and 060 does not support dynamic bus-sizing, i.e. it can not
>directly access ST-RAM. Motorola has a separate bus-sizer, but for some
>reason this is not used in the AB. Instead it has implemented this
>functionality in a Mach-chip, and apparently the implementation is not
>particularly efficient.

Oh, that would explain it of course.

>Note that this does not slow down the ST-RAM itself, so the Videl is not
>affected. Ofcourse, the CPU can't move stuff around in ST-RAM as fast as
>with a CT2 so graphics will be slower, but refresh-rates etc. are not
>affected.

True, but the Falcon did not have any margins to speak of even without a
slowdown in reading and writing from screen RAM. With such a slowdown I
can well understand that most AB users will regard a graphics-card as a
necessity, and FastRAM as an absolute *must*.

Investing in a CT2B can be made more gradual, since it makes the system
faster in all respects even without any FastRAM, and there is no forcing
need to have any graphics board as ST-RAM access too is accelerated.

>The Mach-chips on the AB is it's weakest point, because they...
>
>a) Does not implement bus-sizing very efficiently, hence slow down ST-RAM
> access.
>b) Can't handle speeds over 40-42MHz.

I have to agree. They should have gone for some other solution instead.

>The power of the 040 outweighs these disadvantages though, and I would
>really have liked to see a CT3 with a 040 or 060 :-) The CT2 looks like a
>much better design than the AB, but since Centek most likely won't kill
>the market for their Phenix (due sometime in 2003) we will never see a
>Falcon-accelerator with a decent CPU-upgrade from them.

I do know that they have experimented with 68040 stuff too, but scrapped
some of the ideas because the 68040 will not allow itself to be accelerated
as well as 68030 and 68060. At least that is what they said.

This makes it likely that they will concentrate on 68060 stuff as the next step up from 68030.

Then again, it is also possible that the recent merger will add new ideas and approaches from the new team members, so we will just have to wait and see what they come up with.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2631. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37362fa834709760@holleman.demon.nl>
Source record: 79093

on Sun 09-05-1999 16:18 Tony Cianfaglione wrote:

>
> Well, well, well....
>
> I have used a 10 letter password for the past year to connect to my ISP
>via the PC (using Trumpet for Win 3.1), Apple II (using Marinetti for the
>IIGS), Amiga (using Miami for the A1200) and MacPLUS (using FreePPP) but
>was unable to connect using STinG with my Falcon.
>
> I changed the password to an 8 letter password and it connected
>immediately - fast, easy and I had CAB up and running in seconds.
>Changing it to a 9 letter password, the connection and resolving hostname
>problems reoccured.
>
> So.......
>
> STinG 115 allows a 9+ letter password in the dialing script but only
>passes the first 8 letters through to the ISP, resulting in a failed link
>intialization. I don't know if this 'bug' (for lack of a better word) has
>been corrected in STing 116-120, but if anyone else who has been having
>the 'resolving hostname' problem is using a 9+ letter password, change it
>to 8 letter (maximum) password and see if it that helps.

Tony, on second thoughts:

I recall you sent a posting with the debug log from Dialer a few days ago,
IIRC it stated the sent password as "testforppp"... meaning all 10 chars
went out. So, somehow this remains a mystery...
If all your account(s) are with the same ISP, it couldn't be a length
problem with them, since "Marinetti" is 9 chars as well.
This one puzzles me too!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2632. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-10 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7h5sc6$g1d$1@nnrp1.deja.com>
Source record: 79094

In article <1drjmru.6daco1afui2cN@max01-047.enterprise.net>,
Steve@mguk.enterprise-plc.com (Steve) wrote:
> <reschke@muenster.de> wrote:
>
> > SPIN! contains a Mac HFS filesystem, but it currently only supports
CD-
> > ROMs. Extending it to read/write media is possible but would be much
> > much harder...
>
> This just caught my eye.. are you saying an Atari utility exists to
> allow my Falcon to read Mac CDs? If so, I would be very very happy if
> you could point me in the direction of the Spin utility :-)

http://www.muenster.de/~reschke/soft_e.html#spin

> Is it a completely new driver? I'm using Extendos atm.

I wouldn't call it "new". It has been around for over one year.

--
Julian Reschke (mailto:reschke@muenster.de)

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2633. Re: W: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Claus Gebert <gebert@uni-muenster.de>
Message-ID: <37384E10.ECD0944F@uni-muenster.de>
Source record: 78895

Hi!

> > one of my alltime favourite was Gilgalad, I still like to play this!
>
> Hey... Thanks a lot!
>
> Actually I was thinking just recently of resurrecting Gilgalad (which
> was freeware btw) from its GfA-BASIC ashes. Time to dig out one of my
> Ataris, reclaim my SM124 from a fellow former ST user and search for the
> source. Hmmm, X-plat C(++) code or Java that's the question...

Of course freeware. How could I forget when the game always reminds me
saying "Public Domain" ;-)

But it would be great if you could port it to something more modern.
Java might be more future-proof, but then maybe not...

BTW, you don't have a version of it where one has some more live at the
beginning? I am sorry to admit, but after all these years I never
finished Gilgalad. Level 5 was the best so far (although I am playing
more frequently the last weeks and maybe I'll make it this time...)

> Markus
> (who had many plans for a sequel to Gilgalad... ...maybe some day...)

YYYEEESSSS. PPPLLLLEEEAAAAZZZZZEEEEE!!!!!
%-)))))

BTW, on the disk where I have Gilgalad there were two other games from
you. A very good port of Space Invaders, and Anduril (I think that was
the name). Although I did not like Anduril in particular too much (but a
friend of mine, who hated Gilgalad liked Anduril, and is still No 1 in
my Anduril-Charts, grrr), it still is that type of games of that time
that I like. So I always wondered if you made more programs like those?
And maybe do you even have them somewhere??

Ciao, and thanx for this great game!

Claus

2634. jim@studio9.demon.co.uk

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: jim harris <jim@studio9.demon.co.uk>
Message-ID: <37385B18.BC04D440@studio9.demon.co.uk>
Source record: 78896

arse
http://www.freeweb.org/computer/vezz/atari/stsoft.htm
feck

2635. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <373860B6.10E75A77@patent.gov.uk>
Source record: 78897

IMHO ZETNET are by far the best. They are not free, but have active
Atari specific support including dedicated Sting SCR and CFG files. See
the Atari help page at URL:

http://users.zetnet.co.uk/robertg/zetnet/index.htm

Bob King.

rking@zetnet.co.uk

David J Sime wrote:
>
> What internet providers UK only, support Atari St running STing & CAB?
> Does anyone have examples of the dial.scr scripts for these?
> Cheers,
> David

2636. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37386511$0$489@news.zetnet.co.uk>
Source record: 78898

>The fact that you were connected with IConnect, shows that there is no
>problem to access your internal modem. If you can't get anywhere from
>there, makes me think of a strange situation a had once with DRIVIN for
>the PC. I'll send you the one I'm using if you like (when I get back
>home, next Monday). Then we can check again.
>
>Regards Vassilis

I'll look forward to that ,I have tried a few,but will try anything
Kevin

2637. Atari in Vlaanderen

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Marcel De Meester <mdemeester@village.uunet.be>
Message-ID: <926446704-959753AEicMi@village.uunet.be>
Source record: 78899

Hallo,

Ik bezit een Atari TT en koop alles wat ik nodig heb voor mijn computer
in Nederland en op de Atari Messe in Duitsland.
Mijn vraag: Zijn er in Vlaanderen nog winkels waar men Atarispullen kan
kopen?
Are there Ataristores in Belgium?

Met Dank,

Marcel De Meester
mdemeester@village.uunet.be

2638. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37387aac1b3dbb0@ping.be>
Source record: 78900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

on Tue 11-05-1999 16:22 LE COAT Francois wrote:

>Hello Karl,
>
>Karl Samyn wrote:
>> Due to an internal IP-address change at the Military Academy in Belgium
>> the address of the Belgian FTP site has changed.
>> It now is impossible to connect to the server using the old address
>> 193.190.205.13.
>> The new address is : 193.190.204.128
>> The directory is : atari/
>
>Sorry, but I have a :
>
>FTP Error
>
>Could not login to FTP server
>
>When I try to connect.
>
>Is there an address problem ?

Yes there is a problem with the Belgian ftp-site. I couldn't
login either. The main problem is that the webmaster seems to be sick now.
I hope he will be recovered next week so he can finish his job.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2639. Re: MINT Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37387aac1b3dbb1@ping.be>
Source record: 78901

on Tue 11-05-1999 17:07 Nicholas Bales wrote:

>
>
>Fred Horvat a ï¿½crit :
>>
>> Hi,
>
>That's old. What you need the KGMD/KEMD distribution from ftp.funet.fi.
>It's a large package to download, especially if you want the MiNTnet
>package too. Follow the instructions that come with the KEMD package.

If he buy the MiNT'98 CD he will have the KGMD/KEMD package and lots of
other MiNT stuff. Some things are rather outdated but it's a good start.

>> One last question, how is the Whiteline MINT98 CD-ROM?
>> Systems for Tomorrow and Chromagic carry it here in the States
>> for $35.00. I was wondering how good of a source of information
>> it is.
>
>I'll let others answer this.
>

See my answer above. Here in Europe we can get MiNT '99 CD-ROM. It's
basically the same but it holds more up-to-date stuff.

HTH
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2640. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h9t0jnqn1@snipp.uninett.no>
Source record: 78902

Ronald Andersson <dlanor@oden.se> wrote:

> ----- snip ----- re: broken processor pin during CT2B installation

> The purpose of that pin, as used by CT2B, is to strap it such that the CPU
> on the Falcon motherboard releases the bus permanently to the CPU on the
> CT2B. You may have a total bus conflict on your hands if that fails. It
> is possible that internal 'pulldown' stabilizes it in 'released' state,
> but I'd hate to rely on that without definite confirmation.

This is how it's done on the AB as well, and a friend of mine also managed
to break this pin... He did fix it though, if you want to know how he did
it, just send me a mail and I'll forward it to him.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2641. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373884461585c90@tripnet.se>
Source record: 78903

On Tue 11-05-99 13:05 (GMT) Wayne Chayer wrote:

>I am looking for a Windows 3.11 printer driver for an Atari Model SMM804 dot
>matrix printer. Anyone know if this will work on Windows and where I can
>find a driver?

Maybe you can try an Epson FX driver?. SMM804 lacks some of the
graphics modes but it might work. Also there is the "Generic printer
driver" that should work. I think this driver will not use graphic
printout at all? The SMM has the Atari ASCI as default but several
national character sets are also available.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2642. FA: Atari Trak-Ball - $1.00, No Reserve!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Vaz <vaserius@communities.com>
Message-ID: <373879F0.5790EF5E@communities.com>
Source record: 78904

For Atari computers and game systems. In original box with manual. For pictures and description, go to:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102649374

No reserve, and a $1.00 starting bid!

- Vaz

2643. Re: Atari in Vlaanderen

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <3738789B.5D179A57@village.uunet.be>
Source record: 78905

Hi Marcel,

Marcel De Meester wrote:
>
> Hallo,
>
> Ik bezit een Atari TT en koop alles wat ik nodig heb voor mijn computer
> in Nederland en op de Atari Messe in Duitsland.
> Mijn vraag: Zijn er in Vlaanderen nog winkels waar men Atarispullen kan
> kopen?
> Are there Ataristores in Belgium?

Nope, I don't know any atari stores in Vlaanderen or Wallonie.
The only I know is MABN in the Netherlands...
Maybe other belgian Atarian can give a positive answer but I boubt it.

Greets,

--
Saka -- Karl Samyn

2644. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <UO+D8BA$cHO3Ewnm@steverosie.demon.co.uk>
Source record: 78906

In article <HWVZ2.67$5x3.3338109@nnrp1.tor.metronet.ca>, Wayne Chayer
<wchayer@col.ca> writes
>I am looking for a Windows 3.11 printer driver for an Atari Model SMM804 dot
>matrix printer. Anyone know if this will work on Windows and where I can
>find a driver?

Use an Epson print driver; FX for 9-pin, LQ for 24-pin

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2645. Re: How to get Cubase to Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <tOnNsHAbkHO3EwgG@steverosie.demon.co.uk>
Source record: 78907

In article <373765B6.F81C7EAB@yahoo.com>, Brasco <brasco1234@yahoo.com>
writes
>Hi-
>I just recently downloaded Steinberg Cubase 2.01. I was wondering how to
>get the unzipped files to my Atari 1040ST from my Macintosh.
>Thanks for all your help,
>Brasco

Hi

It's possible to get the 3.1, or is it the 3.10!, upgrade NOT from
Steinberg (I could never work that out!!!), but you will need the
original Cubase (obviously with dongle).

I do know that somewhere in the upgrades they changed the dongle, I
can't remember from which version.

If what you have is a NON-dongle version, then you have the version
produced by 'The Jolly Rodger Ripp Off Society'. Yes the roulette wheel
of the sequencer's... Now it works... Now it doesn't... Now it does...
Now it's gone again;)

Buy the original of which you'll get a nice dongle and... wait for
it.... a... a... MANUAL of how to use it;)

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2646. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7h9u2k$o1s$1@snipp.uninett.no>
Source record: 78908

I give up. No, not because of you kellis, but because of the nitwit that has killed my connection two times in a row, both times just before I was ready to finish my reply. The first time I roughed him up a bit, and told him *not* to pick up the phone when I was on the net. "OK" he said, 10 minutes later the moron switched on his modem.

I'm going to kill him now, I'll be back tomorrow with (hopefully) a more stable connection.

Jo Even Skarstein

kellis <kellis@leading.net> wrote:
> On 10 May 1999, Jo Even Skarstein wrote:

>> Well it says something like "...having their caches turned off 90% of the
>> time to be somewhat compatible". Pure c**p (again, sorry kellis, but it
>> really is!). Never mind.

> I remember this discussion we had.
> I for one do not have an AB40, so I can't confirm anything. All I can say
> s what other users have experienced.
> Of course, as you said earlier, you don't use older applications, not so
> compatible applications, and no games etc.
> This already limits the machines capability quite a lot.
> The AB40 for the speed involved, for the money involved, for the no-more
> support anymore of this card, for the limited compatibilty, for the
> stability that you MIGHT not have experienced with your AB40 maybe.

> I understand the choice for the 030 from centek, it makes sense for the
> users.
> Of course, saying a 060 or 040 is faster/more efficient than an old 030 is
> quite obvious taken out of the context.

> Once again, I consider you as a lucky one, and actually am happy for you.
> Same apply, to all those happy magic users. Coz there are some.
> But by no means I can recommend magic as a viable OS. By NO means.
> For those who are happy with it, goood. All I can say.

> I hope you understand where I am coming from.

>> Ditto. I just got a bit upset about the AB-reference :-)
> why upset? You should be happy that your AB40 works like a dream.

>> To ST-RAM, yes, but the diffence in fastRAM is very marginal. Consider the
>> fact that the CT2 runs at 50MHz while the AB only runs at 32MHz you see
>> that the 040 is a lot more efficient.

> Jo, do you have a nemesis with your AB40? or the AB40 alone?
> Coz the prob with the AB40 afaik/r is the bus accesses.

> In my opinion:
> A machine can't only be seen by the CPU type or speed. If badly designed,
> you lose.

> CPU raw power is sometimes needed, POV, linux etc but doesn't make the
> system more efficient.

> Backward compatibility nowadays for OUR platform is very important because
> we don't have that many people to code, to update, to create new software.
> So we have to rely on some goodies sometimes.

> How hard is it to find 040 CPU? are they as cheap as the 030 or close to?
> Do you think Centek are just plain stupid to release a Falcon card with
> "ONLY" a 030?

> Jo keep up the good work with Taskbar... ;P

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2647. Re: Atari in Vlaanderen

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <37388d8429f5ec1@ping.be>
Source record: 78909

on Tue 11-05-1999 18:26 Marcel De Meester wrote:

>Hallo,
>
>Ik bezit een Atari TT en koop alles wat ik nodig heb voor mijn computer
>in Nederland en op de Atari Messe in Duitsland.
>Mijn vraag: Zijn er in Vlaanderen nog winkels waar men Atarispullen kan
>kopen?
>Are there Ataristores in Belgium?

See my reply in the Dutch mailgroup.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2648. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <373880FC.4F42B995@village.uunet.be>
Source record: 78910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
LE COAT Francois wrote:
>
> Hello Karl,
>
> Karl Samyn wrote:
> > Due to an internal IP-address change at the Military Academy in Belgium
> > the address of the Belgian FTP site has changed.
> > It now is impossible to connect to the server using the old address
> > 193.190.205.13.
> > The new address is : 193.190.204.128
> > The directory is : atari/
>
> Sorry, but I have a :
>
> FTP Error
>
> Could not login to FTP server
>
> When I try to connect.
>
> Is there an address problem ?

Hmm, everything seems OK here... I can login without any problem.
Did you already try it without specifying the path atari?
Maybe that last / can cause the problem...

--
Saka -- Karl Samyn
```

2649. Atari bits FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <37388339$0$490@news.zetnet.co.uk>
Source record: 78911

Hi all,
Atari stuff for sale (UK) price in pounds, inc P&P in uk.

Hard bits -

ST / Falcon keyboard = 15
ST / Falcon mouse = 6
Stacy keyboard = 15
Stacy LCD screen = 25
Maths co-processor for Falcon = 8
33600 bps Modem, with PC disk + Atari comms disk, mains
adapter & serial cable. = 20

Soft bits -

Homepage Penguin Pro = 5
Videlity = 5

Regards, Steve.
stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841
SteveGreen@Falcon030.freeserve.co.uk

2650. Re: buy HD where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ha347ene1@news6.svr.pol.co.uk>
Source record: 78912

On 6 May 1999 07:58:56 +, "Roy Goring" wrote:

:>I can supply SCSI drives very cheap :-)
:>
:>2.1Gb 60 UK pounds
:>4.2Gb 100 UK pounds

Do you only have these sizes, could you give some more details,
such as mfctr, type, wether theyve been featured on crimewatch. 8~))

:>Price includes postage in the UK, but anywhere else can be arranged.

Where'd you live?

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2651. Re: RAM!!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ha34aene3@news6.svr.pol.co.uk>
Source record: 78913

On 4 May 1999 09:28:03 +, "Ryan Payn" wrote:
:>I have a Atari 1040 STfm. Can someone tell me how much RAM this Atari has?

Providing its not been altered then the model no denotes memory size.

1040 is a 1 MegaByte machine, likewise a 520 is a 1/2 meg.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2652. MegaVision 300 Graphics card

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ha34bene4@news6.svr.pol.co.uk>
Source record: 78914

Is there anyone in here who owns a MegVision 300 Graphics card and
the True colour driver for it that they could let me have a copy of.

I never got the driver in my distribution disk as it was a RSN item.
I have heard it did get released but cant trace a copy.

Could someone with one of these cards help please.

Bear in mind i'm in the U.K. before you E-mail the goods. 8~))

Thanks in advance.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2653. Croft Soft's pages on the move

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <373895f5$0$9534@znews.zetnet.co.uk>
Source record: 78915

Hi everyone,

Just a quick note, the Croft Soft web pages now have a new URL:

http://www.croftsoft.zetnet.co.uk

The old address is still valid, but the new one is far easier to remember :)

Cheers,

Colin Polonowski
Croft Soft Software, Atari Times, DVD Times
>> NEW URL: http://www.croftsoft.zetnet.co.uk/ <<

2654. Micro Science Laptops

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3738a86e$0$498@news.zetnet.co.uk>
Source record: 78916

Does anyone know anything about this company? Their systems seem very competitive in price but are they reliable?

No I'm not moving from my Atari, my son has to have a laptop when starting Uni. he needs one they say, and I don't know who else to ask.

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

2655. for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: ckorycinski@zetnet.co.uk
Message-ID: <3738ab0d$0$9536@znews.zetnet.co.uk>
Source record: 78917

i've got the folowing stuff for sale. all works fine.

atari mega 4 with matrix video card

taxan viking monitor. just under 19" diagonal viewable area. about 1300x1000 in mono. This will ONLY work with the matrix card. don't even try it with your pc/mac

sm124 mono monitor

slm 804 laser (the big one!)

megafile 30

maths co-processor card for mega. this will _just_ fit under the matrix card, but as i got rid of the cad/cam software, i also removed this module from the machine.

i use the setup for running calamus & its brilliant. you can run the monitor in 640x400 emulation or you can run both the atari & viking together (atari at 640x400 & viking at about 1300x1000) if the software allows it (calamus does)

i'm looking for about 250 pounds + carriage. email me privately if you are interested. because of the size of the equipment, it's not worth getting in touch with me if you are outside the UK

chris korycinski

* Chris Korycinski * Perth, Scotland *

2656. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3738b97a@nemo.idirect.com>
Source record: 78918

On 10 May 1999 12:39:18 , Tony Cianfaglione wrote:

>
> I haven't been able to locate CAB 2.7 nor STinG 1.20 on the Internet.
>Do you have any URLs?

you can find the demo for CAB 2.7 (which has some limits, but
gives you a good idea how powerful it is) at
http://user.tninet.se/~gcc561r; there's a link to STiNG 1.20 at
bengy.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2657. [FREEWARE] MiNTsetter 3.9 is out.

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9905111923560.118-100000@tampa1-011.southeast.net>
Source record: 78919

With CPU kernel cache handling in real time in GEM window this time.

2658. FS: Notator SL

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Ron Lukawitski <luka@islandnet.com>
Message-ID: <7hb3vrvef1@news.islandnet.com>
Source record: 78920

I don't have an Atari anymore so if your intersted then please
make me an offer and its yours!

E-Magic
Notator SL 3.21/language disks
C-Lab dongle
C-Lab Unitor 2 (not sure if it works)
Manual (after market)

Thanks...Ron Lukawitski
luka@islandnet.com

2659. Re: [MagiC] What's in Utilities Folder?+

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905112152.a37645@wun.maus.de>
Source record: 78921

Hallo Joost!

JB>In Magic 5 this program enables screendumps on 9pin printers.

Ouuch, that old stuff... I never had a 9-pin printer that was working with this
:-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2660. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905112236.a37646@wun.maus.de>
Source record: 78922

Hallo Vassilis!

VP>btw: Have you a working BNETwork with your normal desktop ?

What do you call a "normal desktop"?

I did never see more than unusable drive Folders from BNET on any of my Falcons.

Both of my Falcons are running MagiC 5.13. On the Milan, I have currently only N.AES available, so the xfs won't work.
I just tried it with BNET.APP started manually on both Falcon #1 and Milan. I am able to access files from the Falcon on the Milan, but the Milan doesn't pop up on the Falcon.
Benchmark: copy with Kobold (Version 3.5) 346795 bytes from Falcon to Milan in 55 seconds. Transfer rate is 6300 bytes per second. Connection via Modem2 respectively Serial2 at 115k2.
There was another error, though: the destination was a normal FAT partition. The resulting file was created in small letters rather than in capital letters, so Gemini wasn't able to access it. And even worse: the file is _not_ identical to the original. Many bytes have changed.
The filename will be correct when copied on the desktop, but the data will still be corrupted :-(
The Dialer's statistics window does _not_ report any dropped packets!

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2661. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905112231.a37647@wun.maus.de>
Source record: 78923

Hallo Ronald!

RA>Have you tried moving that driver to other places in the boot order.

No, I haven't. That Falcon is running very solid, normaly. The XFS is executed prior to the AUTO folder, as far as I can see. So, the order within that folder shouldn't make a difference as long as it's working without the xfs.

RA>Have you tried Videl Inside instead of Screenblaster ?

No, I haven't. Screenblaster uses an external (and programmable) clock source for the video timing, so Videl Inside might result in lower refresh rates or screen resolutions.

RA>I think you may have to experiment a bit with \AUTO\ boot order and
RA>ACC choices etc to find stable setups. That has made a big difference
RA>to most others who have tried it.

I had Falcon #2 up and running for several weeks without boot sometime last year. Used STinG and mainly CAT+StarCall during that period. So, the system in general is quite stable. Adding the network stuff makes it more unreliable :-(

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2662. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Jan.De.Smedt@village.uunet.be
Message-ID: <7hce09ecj1@nickel.uunet.be>
Source record: 78924

Hello Franï¿½ois,

>> the address of the Belgian FTP site has changed.
>> It now is impossible to connect to the server using the old address
>> 193.190.205.13.
>> The new address is : 193.190.204.128
>> The directory is : atari/
>
>Sorry, but I have a :
>
>FTP Error
>
>Could not login to FTP server
>
>When I try to connect.

Very strange, I had no prob whatsover logging in and d/l-ing
some stuff...

Greetings,
Jan

e-mail: Jan.De.Smedt@village.uunet.be

2663. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905112200.a36796@su2.maus.de>
Source record: 78925

Hi John,

JW>"OptimiZe" is American, not ENGLISH...
sorry. I will inform Hans-Peter.

JW>Excuse me for jumping in and being picky...
No, when you're right, you're right. And not picky. :-)

Peter

2664. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905112203.a36798@su2.maus.de>
Source record: 78926

```
WC>I am looking for a Windows 3.11 printer driver for an Atari Model
WC>SMM804 dot matrix printer.
Try Epson FX 80 or compatible, maybe IBM Proprinter.
```

2665. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905112202.a36797@su2.maus.de>
Source record: 78927

Hi Derryck,

DC>Yes, I've sent you an email as you request.
I got it. But I have still to extract it.

DC>Thanks for your interest Peter.
Don't mind about. I've been using this soft since years and watching its development. So, my interest is quite natural.

And still remarks are welcome, especially with 'exotic' hardware (Milan, DVD ...).

Peter

2666. Re: Replacing HD in Megafile

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37379ae8eb3561@oden.se>
Source record: 78956

on Sun 09-05-1999 13:09 Peter Schneider wrote:

>Hi Gary,
>
>GS>The HD of my megafile 60 is sort of dead, can I replace it with just
>GS>any MFM hd ?
>if I remember well, the megafiles were RLL drives, which may be a bit different from MFM.

Not really. Most RLL drives are actually MFM drives, being modulated in a
different way, which increases the capacity by 50%.

Megafile 30 normally contains a 20MB MFM drive as manufactured for PC XT.
Megafile 60 normally contains a 40MB MFM drive as manufactured for PC XT.
(They often still have the black plastic frontpiece intended for PC case)

I've had a Megafile 30 drive, and added an additional drive which was a
completely unrelated 60MB MFM type, giving 90MB capacity with RLL use.
This gave me a total capacity of 120 MB for that 'box'.

There is room in the case for another drive, if that is not another 5.25"
type, which my 60 MB unit was not.

The important thing in installing a new Megafile drive is that the format
parameters must be known. Either to you yourself, or to a data file used
by the harddisk driver formatting utility.

I've only used ICD software to access Megafile drives, so I have no idea
how well this works with HDDriver et.al., but it did work fine with ICD.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2667. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37379ae8eb3562@oden.se>
Source record: 78957

on Mon 10-05-1999 06:52 Derryck Croker wrote:

>On 8 May 1999 01:37:43 G, Ronald Andersson wrote:
>>
----- snip ----- re: broken processor pin during CT2B installation

The purpose of that pin, as used by CT2B, is to strap it such that the CPU
on the Falcon motherboard releases the bus permanently to the CPU on the
CT2B. You may have a total bus conflict on your hands if that fails. It
is possible that internal 'pulldown' stabilizes it in 'released' state,
but I'd hate to rely on that without definite confirmation.

>Some game sounds exhibit severe distortion?

That is true, and that may be because they require faster interrupt
service than the DSP_IRQ patch program can supply. If so the hardware
fix must be installed to fix it. But it may also be because the game
relies on an old 32 MHz clock for something, and can't compensate for
the fact that this clock now is 50 MHz. Some would then work better
in compatibility mode, but the main DSP clock will still be 50 MHz.
The only cure then is to skip DSP acceleration, and for such cases
I'd rather skip the game.

>>The boot mode used to enable FastRAM access installs a PMMU map that
>>is not fully compliant with Atari specs, in that the address range
>>$FFxxxxxx is not fully equivalent to $00xxxxxx. This gave me some
>>problems, but I have a way of activating FastRAM in one of the other
>>bootmodes, so I use this instead.
>
>How do you implement this and what were the symptoms that caused you to take
>this step?

I'll start by defining the problem, then add my solution at the end:

Physical base address of CT2B FastRAM is $04000000 whereas $01000000 is the
standard base address of TT-RAM and the only address at which TOS will 'see'
an expanded RAM area automagically.

The reason for this is that Centek do not want TOS to see this RAM when it
is booting in compatibility mode or in TOS 4.x mode, as the unpatched TOS
can't deal properly with address ranges beyond 24 bits. So TOS would try
to use blitter operations directly into such RAM, though blitter address
registers only have 24 bits. That wouldn't work, so the RAM must be hidden
somehow for these cases, and Centek choose to do it by using a different
physical base address. (IMHO a poor choice, that I hope they will change.)

In TOS 7.x mode, CT2B boot code moves TOS into RAM, and patches it so as to prevent it from using FastRAM for cases where Falcon chips limited to 24 bit address registers are involved. Then, before starting TOS, a PMMU map is installed which remaps the patched TOS RAM to replace the ROM area, and remaps the FastRAM area to logical base address $01000000, so as to be recognized when TOS boots.

So far so good, but TT0 is also set up so that all addresses above $80000000 use transparent addressing without caching, as if all of that area consisted of I/O ports. It saves PMMU map space, and makes I/O accesses a bit faster. (But most I/O stuff needs waitstates anyway, so why bother ?)

This means that range $00xxxxxx and range $FFxxxxxx are not at all equal, as they were defined by Atari to be. It is perfectly legal to access RAM, ROM, and I/O of the standard Falcon map through either of those ranges, and many programming libs do define everything for range $00*, while others use both ranges mixed. So we must expect accesses to occur in either range.

The above could lead to serious instability, which is exactly what I do get. In TOS 7.x mode the system bombs quite often, but it doesn't in other modes.

My solution is to boot TOS 4.x mode instead, which uses a much simpler PMMU map. According to Centek this is the same as without CT2B. This map does define $00xxxxxx and $FFxxxxxx to use the same PMMU subtable, thus ensuring that everything, even the ATC cache entries used, will be fully identical for both ranges. In this mode the Falcon is as stable as ever, and yet all RAM and hardware is accelerated just as for the TOS 7.x mode.

So, this stable system starts to boot the harddisk, and runs XBOOT, which I use to select my boot setup. For all those where I want FastRAM I select a program I made named FASTEN32. This will simply call the GEMDOS function Maddalt, informing the system that an alternative RAM block exists at the address $04000000 with a length of 32 MB. (or 16, or 64, or 128)
After that the program simply terminates.

From that point on, the system will use the FastRAM, even though it is not based at the normal TT-RAM start address. Used this way all speed tests I've made match those I made in TOS 7.x mode, but the bomb frequency is no higher than it was before I installed CT2B.

There is one drawback to booting this way, and it is that no compensation is made for programs accessing the FDC while running in FastRAM. And FDC access is extremely timing dependent (internal delays in FDC). This means that diskette access may function badly in this mode, when made by software running in FastRAM. This can be fixed by clearing the FastRAM bits of such programs. They should not need those much anyway, since they must adapt to the physical speed of the floppy drive.

The effect also affects TOS, so when you plan to use floppy, you should not use GEMRAM or similar program to copy TOS to FastRAM.

I almost forgot, when you _do_ want GEMRAM to copy TOS to RAM in TOS 4.x mode (with or without FASTEN32), then you need to fix another bit in the PMMU map. The reason for this is that CT2B hardware does not generate a

bus error when a program writes to the TOS ROM physical address, like all
Atari systems do. GEMRAM and some other programs depend on that bus error
for testing if TOS is in RAM or in ROM, and will not relocate it to RAM
if it thinks it already is there. This is fixed by setting one bit in
the PMMU map, and that can be done by a small program I have made, named
WPTOSFIX.PRG . It just checks that a compatible map is active, sets the
necessary bit, and then terminates.

----- snip ----- re: Hardware patch for DSP interrupt acknowledge
>
>I have the details of this patch too, however I've yet to install it.
>Anyone else done this, any problems encountered ?

I'll do it fairly soon, and it looks like a pretty straightforward job.

>>My CT2B unit needs more cooling than provided by the on-board fan,
>>even though I also still have the original Falcon fan installed.

>I've removed the top metal shielding (which in any case wouldn't fit over
>the top of the SIMM that I'd used),

I cut away the shield areas that conflict with CT2B, but kept the shield
cage around the PSU. I didn't like the idea of highvoltage pulses so
close to the SIMM with no shielding between them.

>and moved the original Falcon fan to the
>inside of the top cover, glued in place with hot-melt glue over the PSU
>heatsink area. I've also replaced the CT2 fan (with System Solution's
>blessing) with a low-noise specimen...

Sounds OK, but it won't help in my case. I've tried all kinds of cooling,
and it is _not_ PSU heat that is the main problem. No matter how cool I
keep the PSU, I still get bombs if I don't direct a stream of cool air
directly at the middle of the CT2B board (the two ispLSI chips).

I really hate this, because it means I must blow dust straight onto the
CT2B, and it is beginning to look a bit 'hairy'. But it's the only way
I've found that works here. I really must get me a tower soon, so I can
arrange better cooling for the whole machine.

>I have a desktopper waiting "in the wings", but I prefer to keep the
>original case, notwithstanding the need to put spacers in as per my other
>posting.

I'd like to keep the original case to, but not as the cooling works now.
I guess I could try mounting a heatsink on the ispLSI chips too, perhaps
even with a fan of its own. That just might work.

>>Yoy can find lots more information on Centek's own homepage,
>>at the URL "http://GARFIELD.SITECONSEIL.COM/centek/english/index.htm"
>
>Where you can also download the installation docs so you can see in advance
>if you have the necessary skills!

Right. Everyone who is even thinking about it should definitely visit the site first. That's also where you'll find pricing info and contact addresses.

>Tell me Ronald, do you use CENTScreen together with MagiC and Thing or
>jinnee?

I've tried it but have gone back to Videl Inside now, because I get better control over resolution details with it. I can't duplicate the same rez under CentScreen, and then I'm not interested in using it. But I do test each new version hoping they'll improve it. (And they have, but not enough)

>I can't see how one is to access extended res's, the best I've been
>able to do is to use Videomod to choose the one I want, but I then have to
>go to "Change res" in the desktop's menu and pick any res from there before
>the change will take place.

That's the official way too, so you've got it right.
It's also done in a similar way for VI.

>Maybe I'm missing the point here, but it does seem to be clumsy!

It is, a bit, but it does work.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2668. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37379ae8eb3563@oden.se>
Source record: 78958

on Mon 10-05-1999 07:20 Louis wrote:

>on Sun 09-05-1999 23:22 Tony Cianfaglione wrote:
>
>> Secondly, you're right, the debug script did show the password as 10
>>letters but the ISP was only showing 8 letters received. We changed the
>>password to an 8 letter one and the ISP reports receiving all 8 letters.
>>The other platforms' PPP programs passed through the 10 letters and the
>>ISP reported receiving all 10 letters. Could something in STinG have
>>caught the last 2 letters prior to the final sending them out the modem
>>lines?
>
>Tony, I have no ideas, although it seems obvious something does...
>
>This one's for the experts again, so Ronald (or Peter): ???

I think I know where the problem is, but I can't do much about it.

The dialer obviously knows what it wants to send in the PAP packets,
and that information is obviously correct. But somewhere on the way
to the PAP routines, or just inside them, the password string is being
limited.

But the main PPP routines are not in the dialer at all, they are in the
SERIAL.STX module. Unfortunately Peter has never described exactly how
the communication between dialer and SERIAL.STX works at this stage of
a connection. So I am not certain whether it is the dialer or SERIAL.STX
which creates and sends the PAP packets to the HSModen port driver.

Whichever it is that does it, I belive that it is this routine that has
an old string length limit that has been missed in later updates that
were intended to allow longer strings.

I'll see what I can do, but I have no sources of either program and no
contact with Peter, so I'll have to try to find this stuff by disassembly.
It is almost certainly just a byte constant that needs patching, but even
then it may take quite some time, just to find it.

This will be a good opportunity to see just how powerful TTDIGGER is.

--
Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2669. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37379ae8eb3564@oden.se>
Source record: 78959

Hi Neil and Louis,

I'll need replies from both of you on this, and also from anyone else who
has some feedback on this aFTP matter

on Mon 10-05-1999 08:06 Louis wrote:
>on Sun 09-05-1999 13:59 Neil Roughley wrote:
>
>>The new version of aFTP (1.52b) is actually slower during uploads than
>>the previous version (this under STinG 1.20 and MagiC). For me the 'event
>>loop' fix has made things worse.
>
>Neil, same here: uploads to my own site at 3200-something cps, download of
>a 100k file starts at 1800, after a few secs drops to 250 cps (this was
>the same on 1.41 I used last)...
>We gotta wait some more I think :-(

Guys, what _exactly_ do you mean by "previous version" ?
Do you really mean "previous release", which was 1.51b,
or do you just mean "previous one you used" which could be older ?

I have already had feedback from lots of people, some of whom have tested
aFTP 1.51b quite extensively. All of them report exactly what I saw, which
is that aFTP 1.51b had an _absolute_ limit of appx 1024 CPS in uploads.
This was regardless of port and regardless of BPS, as long as that was
fast enough to reach 1024 CPS, else the BPS would limit CPS of course.

The event loop fix mentioned previously is simply a way to construct the
event loop so that no such _absolute_ CPS limitation can occur. And I
know that this worked in the special beta I got some days ago.

I have just tested 1.52b here, and I did get some inconsistent results with
my ISP, in that upload was fairly slow, but I did get download of a 112K JPEG
at a rate of appx 5000 CPS. When I tried both upload and download locally
over a 76800 BPS port I got around 6000 for the upload and 5000 for the
download. I did get slow uploads to the ISP, but this was midafternoon on
a Monday, so I didn't really expect any better.

Hmmm, its past six PM now, so it could be faster now.
I'll make a few tests, and continue this post afterwards.
----- several tests later -----
Ok, here's what I get now, with : Falcon--76800--TT--49333--ISP
UL Falcon to ISP appx 2000 CPS
DL ISP to Falcon appx 4500 CPS
UL TT to ISP appx 2000 CPS
DL ISP to TT appx 4500 CPS

UL Falcon to TT appx 6000 CPS
DL TT to Falcon appx 5000 CPS
UL TT to Falcon appx 6000 CPS
DL Falcon to TT appx 5000 CPS

All transfers were made with 2 JPEG files of appx 110 KB each.

As you can see it makes no big difference whether I reach ISP from Falcon
or TT, and for those connections DL is much faster than UL.

It also makes no big difference in which direction I open local connections,
but for those connections UL is much faster than DL.

The slowness in ISP connections is partly due to timesharing effects and
partly due to low priority of FTP tasks on the ISP system.

The big question here is why ISP_DL > ISP_UL but local_DL < local_UL ???
I'll have to think about that for a while.

In any case it is very clear to me that both download and upload speed
has been improved from what I could get either with 1.51b, or with the
intermediate beta I got, or with the preceding release 1.5b.
As I see it aFTP is on the right track again, after a recent 'slump'.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2670. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <55MZ2.192$J3.12393@news13.ispnews.com>
Source record: 78960

On 9 May 1999 16:04:54 +, Steve wrote:
>Just a quick question - are these two still in development?
>
>I know MagiC is regarded as being better, but I liked this combo on my
>original Falcon years ago.. Just curious :)
>
>--
>Steve
>
>MacGamer UK
>http://web.ukonline.co.uk/macgamer/
>.

The author maintains a web page for his software at:
http://www4.pair.com/gribnif

2671. Re: Help! SUPRA + ICD harddrives?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: flipflap@coastalnet.com
Message-ID: <PCMZ2.202$J3.12654@news13.ispnews.com>
Source record: 78961

On 10 May 1999 15:29:08, Joakim H�gberg wrote:

```
>I would prefer to use the ICD-card, as it seems to be more compatible
>with newer drives, but I might be wrong on that one.
>
You probably need to format the Quantum with the ICD format utility, but I
don't know how you can format it unless the drive is recognized.
```

2672. Re: Help! SUPRA + ICD harddrives?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19990510231337.07039.00001252@ng-co1.aol.com>
Source record: 78962

Joakim,

I had two drives hooked up to an ICD host adapter and one drive hooked up to a Supra host adapter that worked well together. The DMA addresses for each drive must be different for this to work.

I connected the DMA cable from the Supra adapter to the out port on ICD adapter and the computer to the ICD adapter in port. The system didn't seem to care that the drive hooked up to the Supra host adapter was formatted with the Supra software.

Gail

>Subject: Help! SUPRA + ICD harddrives?
>From: Joakim Hï¿½gberg <gokmase@my-dejanews.com>
>Date: 5/10/99 10:29 AM Central Daylight Time
>Message-id: <7h6u05$5qq$1@nnrp1.deja.com>
>
>Greetings all,
>
>I have problems getting both of my harddrives connected at the same
>time. Basically, what I want to do is to attach both drives to the same
>SCSI-controller, but that wonï¿½t work! :(
>
>I have:
>
>1) One ICD (SCSI<-->ATARI) adapter with a 50 Mb SEAGATE
>
>2) One SUPRA (SCSI<-->ATARI) adapter with a LP105S QUATUM drive.
>
>The supra drive wonï¿½t be recognized with anything but the original
>adapter+driver, and if it _IS_ attached to the supra-adapter at the same
>time as the SEAGATE drive, then none of them will be recognized.
>
>I would prefer to use the ICD-card, as it seems to be more compatible
>with newer drives, but I might be wrong on that one.
>
>Please help!
>
>-HELP! :)
>
>/Joakim
>
>
>

>--
>WWW: http://hem1.passagen.se/gokmase/atari
>
>
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>

2673. Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7h8cdbasg1@nnrp02.primenet.com>
Source record: 78963

Hello,

Fellow atarians!
I am wondering IF anyone out there can tip me off to why printer drivers are so freaking hard to come by in the World of Calamus 98. I cant seem to get my HP 660 cse to print 600 dpi 4 color sep in legal is this common with inverse or what? All they do is send me the cdd's and thats it. Ive been asking to point to me someone who knows how to use that lame freaking printer generator which wont even work with theyre own cdd files. please help

Gene

2674. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3737c8667c70180@holleman.demon.nl>
Source record: 78964

on Tue 11-05-1999 01:53 Ronald Andersson wrote:

>Hi Neil and Louis,
>
>I'll need replies from both of you on this, and also from anyone else who
>has some feedback on this aFTP matter
>
>
>on Mon 10-05-1999 08:06 Louis wrote:
>>on Sun 09-05-1999 13:59 Neil Roughley wrote:
>>
>>>The new version of aFTP (1.52b) is actually slower during uploads than
>>>the previous version (this under STinG 1.20 and MagiC). For me the 'event
>>>loop' fix has made things worse.
>>
>>Neil, same here: uploads to my own site at 3200-something cps, download of
>>a 100k file starts at 1800, after a few secs drops to 250 cps (this was
>>the same on 1.41 I used last)...
>>We gotta wait some more I think :-(
>
>
>Guys, what _exactly_ do you mean by "previous version" ?
>Do you really mean "previous release", which was 1.51b,
>or do you just mean "previous one you used" which could be older ?

Ronald,

as stated, the last one I had fetched was 1.4beta4. Before that I was on
1.4 beta3, then a 1.3beta version and I think that was the first aFTP
version I ran. Before that I used Newsies FTP stuff.

Now first, my own ISP has some strange "habit" of not displaying the new
contents of the directory I'm uploading to after the upload (usually I
only upload to my own webpages); so once the file has been transferred the
program is waiting endless. aFTP can be killed from MagiC, next I start it
again and do transfer nr. 2 etc. Downloads: no problems.

I used to run a 14k4 modem until about 2-3 weeks ago. Downloads at max.
1650 cps, uploads the same (theoretically). I recall Newsie actually
reaching those figs. aFTP: I *think* the early version I used reached this
speed once, but I'm not so sure. That is on uploads. Note that I don't do
much uploads as compared to downloads :-) In downloading aFTP could reach
the max. on the modem, i.e. around 1650 cps.
Therefore it never occurred to me that uploads were perhaps limited to
1024 cps, since that could be a quite normal speed under the condx on the
net.

Since I got my new modem I started trying again: aFTP 14beta4 did the downloads to max. 3500 cps, and the upload started initially at 2000 something, after a few secs dropped to around 300 cps. This was on also a 120k JPG file.
So I fetched aFTP 1.52beta, tried to upload the 120k JPG (middle of the night, to my own homepage, the first rates it displayed were 1800something, then dropped to around 250 cps after a few secs again.
The download of the same file showed average 3260, with max. at peaks of 3500 something.

When I set up my homepages around a year ago I have used Newsie for the transfers, I actually have several files of 500-700k sitting there, and these all went "normal". I have added some 100-300 k files with aFTP later and these went "normal" as well, considering the use of a 14k4 modem.

I read about the uploading limits of aFTP, so recently I tested 1.4beta4 and now 1.52beta and found both kinda "choking": first rates displayed are high, then immediately decreasing to 250-300.
Dunno what's causing it, but it's all I can tell...

I recall having tried 1.4beta3 or 4 on Mintnet or Mint/Sting some time ago, which didn't have this limit. Bloody problem is that I don't recall: was it on Mintnet or was it on Sting :-) On 2nd thoughts: probably Mintnet, because I don't like Sting running on Mint (slightly unstable).

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2675. Re: How to get Cubase to Atari?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3737DC80.8CE0DB48@directprovider.REMOVETHECAPITALS.net>
Source record: 78965

Brasco a ï¿½crit :
>
> Hi-
> I just recently downloaded Steinberg Cubase 2.01. I was wondering how to
> get the unzipped files to my Atari 1040ST from my Macintosh.

How did you download the hardware dongle ?

Seriously, it won't work without the cartridge dongle. If it does then
it is a cracked version, and I can assure you that no cracked copy of
Cubase works flawlessly. You'll be experiencing crashes and weird
behaviour every 5 minutes. Beleive me, using a pirated version of Cubase
is false economy.

Anyway, to transfer the files, just stick them on a 720K DOS formatted
floppy.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2676. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3737E04E.B61B2C56@directprovider.REMOVETHECAPITALS.net>
Source record: 78966

```
Tony Cianfaglione a ï¿½crit :
>
> Hi Ronald,
>
> On Mon, 10 May 1999, Ronald Andersson wrote:
>
> > Congratulations, I hope it (STinG) keeps working for you now.
>
> I set it up on my second Falcon and it connected right away. :-)
>
> > CAB 2.7, on the other hand, has no problems of this kind.
>
> I haven't been able to locate CAB 2.7 nor STinG 1.20 on the Internet.
> Do you have any URLs?

CAB 2.7 is commercial software from ASH, so you can't download it.
STinG 1.20 is available from Ronald's own site:
http://www.ettnet.se/~dlanor/

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2677. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3737f18e8bada0@xs4all.nl>
Source record: 78967

on Mon 10-05-1999 11:38 Ronald Andersson wrote:

>Ok, I will, but these group files were created after my conversion to 2.0,

No. Don't think so. It might appear that way, but I don't think they
were created by 2.0.

>It created them on its own initiative. I have never wanted those groups.

Then set "handle.xposts=0" in o.inf.

>I think it created them because of crossposted dupe messages, which is
>one good reason why they are empty.

Version 2.0 of oimport shouldn't create empty .dbf files. If it does,
I stand corrected, but I would like to see prove of it.

>>It is only in much older versions of PureC that this isn't the case,
>>but even then you could configure it in the project files.
>
>I suppose that the first refers to the PureC shell you use rather than to
>PureC itself. AFAIK there is still no other way than project files to set
>up dependencies for PureC without using a shell. Is there ?

I never use the compiler without the shell, but I suppose you're
right: it's the shell that keeps track of changed header files.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"my father moved through dooms of love
through sames of am through haves of give"
- e.e. cummings

2678. atari stuff for trade

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: ethhoack ethandphi exbeess <ethh@enemy.org>
Message-ID: <WS.3737f336.000be840.ethh@enemy.org>
Source record: 78968

i'm willing to trade atari stuff for atari stuff.

at the end of the list, there is some other non-atari stuff to swap as well
but i'm only interested in atari stuff, don't propose other stuff or money.
meanwhile, i'm ready to buy lynx games and equipment.

i'm in belgium so consider the postal costs accordingly.

tags: games title have tags. these are: "b" to say it comes with the box; "d"
to say it comes with the doc; "f" to say it has no value to me and that it is
free to give away along with any other swap.

bargain by e-mail only.
===
i propose:

lynx games: ishido (bd).

jag games: kasumi ninja (bd), myst cd full version (bd).

n64 games: turok2 seeds of evil (bd), zelda ocarina of time (bd), doom64 (bd).

pc games (that work under plaindos): might & magic 4 (not the reedit) (bd),
realms (bd), ultima vii data disk (forges of virtue) (bd), ultima vii ii's
data disk (serpent seed) (bd), shadowcaster (bd), arena the elder scrolls
(bd), f-29 lightning ii (fbd), f-16 fighting falcon (game text in german)
(bd), ultima underworld i (bd), ultima underworld ii (bd), flying corps (fbd),
flames of freedom (bd).

pc joysticks: 2* quickshot v (2-buttons flight simulator stick with adjustable
x&y sensitivity), and 1x gravis gamepad (with dos drivers).
===
i'm looking for:

a tt-ram card fully fonctionnal that can carry at least 8mb, andor 4mb 30pins
60/70ns simms.

any lynx games, particularly: slime world, ms pacman, asteroids/missile
command (WILL PAY BIG CHUNKS OF MONEY FOR THAT LAST ONE).

any jag games, particularly: worms.

any st originals, particularly: starglider ii, superwonderboy in wonderland,
ghost and goblins, ghouls & ghosts, elite, castle master 1&2, viking child,
tower of babel.

mouses for atari.

in order to burn them and put the pictures on the destroy microsoft website,
free original microsoft products of high value with box and docs (you won't
ask for something in exchange for those).
===
ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
GSM=DUTROUX;GSM->CANCER;PROXIMUS&MOBISTAR ASSASSINS

2679. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Renaud <rpascal@atos-group.com>
Message-ID: <3737EC06.76925541@atos-group.com>
Source record: 78969

John Whalley a ï¿½crit:

> Excuse me for jumping in and being picky...
> "OptimiZe" is American, not ENGLISH...

0h , Zo, ThiZ iZ why wareZ warri0rZ uze theze funnee he11 raiZer Zignz !!!

th@nkZ a 10t 4 ze inf0rm@ti0n ;---------D)

BtW, why not start a flamewar about how to pronouZe tomato and potato ?-P

2680. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <373778ba789420@HORMEL.bc.sympatico.ca>
Source record: 78970

on 11-05-99 Ronald Andersson wrote:

>Guys, what _exactly_ do you mean by "previous version" ?
>Do you really mean "previous release", which was 1.51b,
>or do you just mean "previous one you used" which could be older ?

In my case the previous version was 1.51b.

With 1.52b and a 28K modem, binary uploads bottomed out to a consistent 600cps. During the same session with the same test file (a 110K LZH archive), downloads topped out at around 2800cps. Uploads were twice as fast with 1.51b.

BTW, just like Louis I'm using the TT's Modem 2 port.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2681. Re: Help! SUPRA + ICD harddrives?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Joakim H�gberg <gokmase@my-dejanews.com>
Message-ID: <7h8vuinhq1@nnrp1.deja.com>
Source record: 78971

In article <19990510231337.07039.00001252@ng-co1.aol.com>,
gwestndrf@aol.com (GWestndrf) wrote:
> Joakim,
>
> I had two drives hooked up to an ICD host adapter and one drive hooked
up to a
> Supra host adapter that worked well together. The DMA addresses for
each drive
> must be different for this to work.
>
> I connected the DMA cable from the Supra adapter to the out port on
ICD adapter
> and the computer to the ICD adapter in port. The system didn't seem
to care
> that the drive hooked up to the Supra host adapter was formatted with
the Supra
> software.
>

Ok, thanks! :)

I may try this if I can get hold of a DMA-cable.
However, it would still be nice to be able to use ONE adapter for both
drives. That has worked fine with other (newer) SCSI drives.

Regards,

Joakim

WWW: http://hem1.passagen.se/gokmase/atari

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2682. Re: Help! SUPRA + ICD harddrives?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Joakim H&#65533;gberg <gokmase@my-dejanews.com>
Message-ID: <7h909lnsi1@nnrp1.deja.com>
Source record: 78972

In article <PCMZ2.202$J3.12654@news13.ispnews.com>,
flipflap@coastalnet.com (Bill Freeman) wrote:
> On 10 May 1999 15:29:08, Joakim H&#65533;gberg wrote:
>
> >I would prefer to use the ICD-card, as it seems to be more compatible
> >with newer drives, but I might be wrong on that one.
> >
> You probably need to format the Quantum with the ICD format utility,
but I
> don't know how you can format it unless the drive is recognized.

I have now managed to get ICD software to recognize the drive, but it won&#65533;t be able to format it, neither will HDDRIVER. Temporarily solution was to use the SUPRA adapter and SUPRA format the drive, but then I won&#65533;t be able to access it with ICD or HDDRIVER.

--
WWW: http://hem1.passagen.se/gokmase/atari

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2683. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h8tvqjst1@news6.svr.pol.co.uk>
Source record: 78973

On 8 May 1999 00:53:31 +, "John Whalley" wrote:

>>LIMITMEM.TTP
>
>This is a hangover from earlier MagiC versions: you used it to modify
>program files to limit the amount of memory they could grab - useful for
>memory hogs like 1stWord. It's redundant now and its use is discouraged as
>Magxdesk can limit memory usage while installing the app, and this way
>doesn't modify the program files at all.

OTOH jinnee accesses this utility if you ask it to limit an app's memory
under "install app".

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2684. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h8tvrjst2@news6.svr.pol.co.uk>
Source record: 78974

On 9 May 1999 13:06:00 +, Peter Schneider wrote:
>Hi Derryck,
>
>DC>I've finished translating the strings in the binary of this well
>DC>respected MagiC VFAT, large partition and (new for 2.8) BigDOS
>DC>supported disk checker and defragger (thanks to Peter West for the
>DC>initial work).
>that's fine! Could you please send it to me via email?

Yes, I've sent you an email as you request.

Thanks for your interest Peter.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2685. Re: Reading Adobe Acrobat

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7h8tvtjst3@news6.svr.pol.co.uk>
Source record: 78975

On 9 May 1999 16:42:52 G, Frank W. Lawrence wrote:
>Hi,
>
>Sorry if this is a second post, I encountered some problems
>last nite posting.
>
>I have a CD received with a new modem I purchased, which calls
>for Adobe Acrobat in order to read/print etc of the documents.
>Is there anything for the Atari to read this stuff? I use a

You could try Ghostscript, English docs and a link to the binary can be
found on my web page, URL in sig.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2686. WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <3737FECF.55D19711@ihug.co.nz>
Source record: 78976

I am after a Falcon or a TT.
I am in New Zealand and will cover any shipping costs.
Let me know if anybody has either of these for sale with a price.(Please specify currency)

Cheers Mike

2687. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <373819e62b25c0@mail.otenet.gr>
Source record: 78977

Hello Ekkehard,

on Sat 08-05-1999 18:53 Ekkehard Flessa wrote:

>VP>Have you tried without screen blaster ?
>
>I did it right now, and that way it will no longer block the system. But it
>won't work properly either, as I now have on both Falcons the BNET folders
>representing the other system's drives, but neither of these can be opened.
>"u:\bnetwork\FALCON2>cd Cx\" in the mupfel reports "Folder Cx\ not found",
>although ls will show all of these folders.
>
Hmm, interesting... I'll have to check what's happening with mupfel.
But I have only a demo of screen blaster, so I'm afraid you'll have to
check the next version ;-) Thanks for reporting.

btw: Have you a working BNETwork with your normal desktop ?

Regards Vassilis

2688. AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37381327.1C45@geocities.com>
Source record: 78978

Hey I recently got a machine that has the Adspeed ST add on. This add on (by ICD) was made to accelerate the computer into a 16 mhz mode. (for those wondering)

For those that might have heard of this before, how do I get this to work? It has a switch in the back to go from 8 mhz to 16 mhz, but I've heard that some software drivers are needed. Does anyone know where I can get these drivers off the internet?

Any help getting this computer going would be appreciated.

Doctor Clu

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2689. AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37381365.1D5F@geocities.com>
Source record: 78979

Hey I recently got a machine that has the Adspeed ST add on. This add on (by ICD) was made to accelerate the computer into a 16 mhz mode. (for those wondering)

For those that might have heard of this before, how do I get this to work? It has a switch in the back to go from 8 mhz to 16 mhz, but I've heard that some software drivers are needed. Does anyone know where I can get these drivers off the internet?

Any help getting this computer going would be appreciated.

Doctor Clu

PS: I might also add that this AdSpeed ST upgrade was put on a 1040ST so that might give you an idea to which accelerator we are talking about.

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2690. Atari 8-bit on ST at clock speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <37381810.71F6@geocities.com>
Source record: 78980

Hey guys! I have been a long time fan of the Atari computers but in particular, the Atari 8-bit machines. I'm having fun riding along with the ST, and I figure, if I can get an ST to think it's an 8-bit, I'll have the best of both worlds.

I'm impressed with ST Former and the cable system they have to allow a 8-bit drive to work on it. I'm hoping to get a cable and start loading (and saving) files on the ST. If nothing else, I'm thinking the ST will make a good backup system for the 8-bit. :)

Now here's what I've found so far... the ST (8mhz) will run the ST Former at roughly 29% of the clock speed. Not bad at all for a 8 mhz machine.
I would like to know first off, how well ST Former does at the 16 mhz and 32 mhz levels? Does it work on, for example, the TT's?
Does it ever get anywhere close to clock speed of the 8-bit, and if so, what kind of set up is required?

And, if you know of other 8-bit emulators for the ST that might work better, I would like to know also.

As an Atari hobbyist, I would like to have an ATARI computer (one that Atari made) emulating the 8-bit machine. I think it would be cute. But can an Atari built machine (ST through TT) handle it?

Thanks!

Doctor Clu

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2691. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: shimh@clpgh.org
Message-ID: <7h9cne$101$1@nnrp1.deja.com>
Source record: 78981

In article <926375453.3692.0.nnrp-07.9e985e5c@news.demon.co.uk>,
> All STs can have up to 4 Mb of RAM, but with the exception of the STe
all
> require serious hardware hacking to attach it. If you can find a
machine
> which has been upgraded already or was supplied as 4Mb (eg a Mega4)
this
> isn't a problem. Getting upgrades for unmodified machines may be
difficult
> these days and may be expensive if available.
>
> STes take plug-in SIMMs so are much easier to upgrade. Some early ones
used
> SIPPs (different connection method) which are more problematic, but
adaptors
> are available.
>
> HTH
> John
> --

On a related note, how does one go about finding out how much RAM your STe has? I picked up a used one to run Cubase 3.1, and have heard this only runs on 2MB or more; but I would like to know if there is a simple way of checking this without taking apart the case.
-hs

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2692. Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Wayne Chayer <wchayer@col.ca>
Message-ID: <HWVZ2.67$5x3.3338109@nnrp1.tor.metronet.ca>
Source record: 78982

I am looking for a Windows 3.11 printer driver for an Atari Model SMM804 dot matrix printer. Anyone know if this will work on Windows and where I can find a driver?

2693. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37382fea13e68c0@mail.otenet.gr>
Source record: 78983

on Mon 10-05-1999 21:19 kevin dermott wrote:

>I'm really pleased with it though if you have followed this thread you
>will know I have not been able to get on line with it,
>
Maybe, you see I'm not home for the last week, I have a Falcon with a
SyQuest 135 here (in Rhodes), this will be my setup until this weekend.
I think I've copied my NNTP.DAT file from my TT, so I don't believe
I've lost something (but maybe I have).

>we all know that a
>PC will do internet better but I would have loved to see Cab on line
>"rockin like a bitch"apart from Falcon specific programs like Apex and
>Softgee's Midplay ,it has run all but Positive Image
>Kevin
>
I'm not sure if a PC will do "internet better", but I think I've told you
that I can connect with both STinG and I-Connect and (this one I hate to
say ;-) CAB works great with Olivier's OVL 5.53 (which works fine with
both stacks). I do _not_ think I did something special to make both work,
except that the serial connection to my TT needs a cable with hardware
handshaking (RTS, CTS etc) regardless of what I select in the serial.cpx
or even window$ control panel. I think I told you that too.

The fact that you were connected with IConnect, shows that there is no
problem to access your internal modem. If you can't get anywhere from
there, makes me think of a strange situation a had once with DRIVIN for
the PC. I'll send you the one I'm using if you like (when I get back
home, next Monday). Then we can check again.

Regards Vassilis

2694. TOS booters - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: screenstyles@hotmail.com
Message-ID: <7h9eau$23m$1@nnrp1.deja.com>
Source record: 78984

Hello,

I have been told that it is possible to boot *.IMG files from disk, effectively allowing you to 'upgrade' from the TOS version that your ST has on ROM. I have grabbed a couple of *.IMG files from the Little Green Desktop, and I have also found a little program called quicktos.prg. - but it doesn't seem to like the *.IMG files I've got.

I want to use TOS 2.06 of my STf (which has TOS 1.02 on ROM). Can anybody recommend a good TOS booter program that I can use?

Please Email me at paul@cylinders.demon.co.uk

Thanks,

Paul~

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2695. Re: Zip with HD and Link2

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: aspxmtw@brunel.ac.uk
Message-ID: <7h9a42$2su$1@mimas.brunel.ac.uk>
Source record: 78985

In article <7h6cv6$o6s@freenet-news.carleton.ca>, ai063@FreeNet.Carleton.CA (Walter A. Cole) writes:
> Latest info on ZIP 250S ID problem, using ICDBOOT.SYS 6.5.5:
[cut]
> How do I get the ZIP to reveal itself (factory set ID5)?
>
> Is the ZIP defective or have I overlooked something obvious and
> important?
>
The ICD utilities can be configured to skip some SCSI IDs when scanning for devices. Have you checked that all IDs are being scanned? There is a utility (called something like IDCHECK I think - but it's a long time since I used it) which is used to check what is present at each SCSI ID, and I think this will tell you which IDs (if any) are being skipped.

Hope this helps

Martin

2696. STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: David J Sime <david.sime@pershing.co.uk>
Message-ID: <FLWZ2.63$jA6.576@news.colt.net>
Source record: 78986

What internet providers UK only, support Atari St running STing & CAB?
Does anyone have examples of the dial.scr scripts for these?
Cheers,
David

2697. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37383D34.F4392846@ief.u-psud.fr>
Source record: 78987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Karl,

Karl Samyn wrote:
> Due to an internal IP-address change at the Military Academy in Belgium
> the address of the Belgian FTP site has changed.
> It now is impossible to connect to the server using the old address
> 193.190.205.13.
> The new address is : 193.190.204.128
> The directory is : atari/

Sorry, but I have a :

FTP Error

Could not login to FTP server

When I try to connect.

Is there an address problem ?

Regards,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org

2698. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37383ADF.94B525BC@directprovider.REMOVETHECAPITALS.net>
Source record: 78988

David J Sime a ï¿½crit :
>
> What internet providers UK only, support Atari St running STing & CAB?
> Does anyone have examples of the dial.scr scripts for these?

Just about any ISP will do. Avoid people like AOL or Compuserve who use
non-standard protocols. Anything else should be ok.

Forget about dial scripts. I think this is where lots of people go
wrong. Just because the default.cfg and dial.scr files are editable
doesn't mean that they have to be editable. Lots of people go in there
and change things and then STinG will no longer work.

My advice is just to go into the STinG Dialer, and set the following
information from there:
-Phone Number
-Login
-Password
-DNS Numbers (even these are not always required)

This should be enough to get basically up and running, and doesn't need
tweaking unless you have serious performance problems. Read the docs for
more information, or the Quick FAQ for a quick setup procedure.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2699. MINT Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7h9fbjbqu1@pale-rider.INS.CWRU.Edu>
Source record: 78989

Hi,

I have an Atari TT030 and a Mega4St that I am interested
in running and learning Mint. Where can I get information on
Mint for a unix beginner like myself?
I did load Mint v.095 from Umich and it appears to be
installed correctly. Also where can I go to get the latest version
of Mint for Internet browsing and other applications?
One last question, how is the Whiteline MINT98 CD-ROM?
Systems for Tomorrow and Chromagic carry it here in the States
for $35.00. I was wondering how good of a source of information
it is.

--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

2700. Linux

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: "A. Wanzenried" <awan@bluewin.ch>
Message-ID: <37384369.A01D6318@bluewin.ch>
Source record: 78990
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello to everyone

I'm trying to compile a Linux-Kernel in order to get some modules working, which I don't have in the kernel that I loaded down from a linux-site.

I've got a Falcon with 14 MB Ram and I'm also able to compile the 2.1.131 kernel, so development-environment is okay.

When I compiled the kernel and boot it with ataboot 3.3, which gives me the same bootinfo as the kernel has, I get some pixels on the screen, changing rapidly and the printer prints something about a colour dummy device, but nothing like Atari builtin, as the kernel which works does.

Anyone can help me by sending my their Makefile and .config together or just telling me, what I'm doing wrong.

Thanks a lot

Andreas

2701. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37384545.DBC900A@directprovider.REMOVETHECAPITALS.net>
Source record: 78991

shimh@clpgh.org a ï¿½crit :
>
> In article <926375453.3692.0.nnrp-07.9e985e5c@news.demon.co.uk>,
> > All STs can have up to 4 Mb of RAM, but with the exception of the STe
> all
> > require serious hardware hacking to attach it. If you can find a
> machine
> > which has been upgraded already or was supplied as 4Mb (eg a Mega4)
> this
> > isn't a problem. Getting upgrades for unmodified machines may be
> difficult
> > these days and may be expensive if available.
> >
> > STes take plug-in SIMMs so are much easier to upgrade. Some early ones
> used
> > SIPPs (different connection method) which are more problematic, but
> adaptors
> > are available.
> >
> > HTH
> > John
> > --
>
> On a related note, how does one go about finding out how much RAM your
> STe has? I picked up a used one to run Cubase 3.1, and have heard this
> only runs on 2MB or more; but I would like to know if there is a simple
> way of checking this without taking apart the case.
> -hs
>

Try sysinfo.prg. I think cubase tells you in the 'About Cubase' dialog.
The Thing desktop also has the info somewhere.

Cubase will run in 1Mb, but needs at least 2Mb to do scoring or run any
other extra modules.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2702. Re: TOS booters - help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3738465B.5CDFF805@directprovider.REMOVETHECAPITALS.net>
Source record: 78992

screenstyles@hotmail.com a ï¿½crit :
>
> Hello,
>
> I have been told that it is possible to boot *.IMG files from disk,
> effectively allowing you to 'upgrade' from the TOS version that your ST
> has on ROM. I have grabbed a couple of *.IMG files from the Little Green
> Desktop, and I have also found a little program called quicktos.prg. -
> but it doesn't seem to like the *.IMG files I've got.
>

You'll find some stuff that should do the job here:
http://www.freeweb.org/computer/vezz/atari/stsoft.htm

> I want to use TOS 2.06 of my STf (which has TOS 1.02 on ROM). Can
> anybody recommend a good TOS booter program that I can use?
>

You probably won't benefit much from this, as loading a disk based TOS
takes more time to boot, and lots of RAM. For TOS 2.06, we are talking
about at least 256K, probably more, so if this is on a 1Mb machine, you
won't have much RAM left for most programs, and you can just forget it
on a 520STF.

Your best bet is to get a real TOS switcher board that allows you to
switch from TOS 1.02 to 2.06.

> Please Email me at paul@cylinders.demon.co.uk

Sorry, I won't. Please read newsgroups you post to.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2703. Re: MINT Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373847A3.C60ED4DB@directprovider.REMOVETHECAPITALS.net>
Source record: 78993

Fred Horvat a ï¿½crit :
>
> Hi,
>
> I have an Atari TT030 and a Mega4St that I am interested
> in running and learning Mint. Where can I get information on
> Mint for a unix beginner like myself?

I'm afraid there is no central beginner's MiNT ressource at the moment,
and that is rather a shame.

> I did load Mint v.095 from Umich and it appears to be
> installed correctly. Also where can I go to get the latest version
> of Mint for Internet browsing and other applications?

That's old. What you need the KGMD/KEMD distribution from ftp.funet.fi.
It's a large package to download, especially if you want the MiNTnet
package too. Follow the instructions that come with the KEMD package.

Once you've got that, replace the old MINT.PRG with the latest MINT.

There is supposed to be a new distribution coming out soon, the NMD, but
Martin-Eric Racine who is responsible for this is still finishing it.
I'm personally waiting for this before reinstalling MiNT.

> One last question, how is the Whiteline MINT98 CD-ROM?
> Systems for Tomorrow and Chromagic carry it here in the States
> for $35.00. I was wondering how good of a source of information
> it is.

I'll let others answer this.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2704. Re: MINT Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-11 00:00:00 UTC
From: epkerha@epk.ericsson.se
Message-ID: <7h9hgb$21a@newstoo.ericsson.se>
Source record: 78994

Hi Fred,

<7h9fbjbqu1@pale-rider.INS.CWRU.Edu>, aa778@cleveland.Freenet.Edu (Fred Horvat) writes:
> I have an Atari TT030 and a Mega4St that I am interested
> in running and learning Mint. Where can I get information on
> Mint for a unix beginner like myself?
> I did load Mint v.095 from Umich and it appears to be
> installed correctly. Also where can I go to get the latest version
> of Mint for Internet browsing and other applications?
> One last question, how is the Whiteline MINT98 CD-ROM?
> Systems for Tomorrow and Chromagic carry it here in the States
> for $35.00. I was wondering how good of a source of information
> it is.

First go and get the latest mint on the folowing address:
http://www.cs.uni-magdeburg.de/~fnaumann/mint/In article

Then i recomend this addresses:
http://users.leading.net/~kellis/
http://sunos-wks.acs.ohio-state.edu/sysadm_course/html/sysadm-2.html
http://www.ugu.com/sui/ugu/show?help.beginners

I can tell you that i have installed the mint98 CD on my Hades 060
and it works very well.
The hades is now networked together with my PC and SUN.

Best Regards
Erik Hall

2705. WTB: Mega ST keyboard & mouse

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: atari@mattsoft.com
Message-ID: <atari-1205991851480001@gdsl96.sttl.uswest.net>
Source record: 78795

wanted to buy: keyboard and mouse for Atari Mega ST.. must be in MINT condition! thanks!

- matt
atari@mattsoft.com

2706. Re: Mega ST keyboard & mouse

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <7hdff0$98l$1@bgtnsc01.worldnet.att.net>
Source record: 78796

Matt,

I'm out of spare keyboards, but still have NEW Atari mice in stock. If interested, price is $25, with Priority Mail shipping included (within the continental U.S.).

Are you sure your old keyboard isn't repairable. The ususal problem with the old Mega keyboards was one or more of the cherry switches going bad (contact switch for each key). I'm pretty sure I still have a few left in stock. As I recall, they are around $2 each.

Sheldon

-----Original Message-----
From: Matthew Martin <atari@mattsoft.com>
Newsgroups: comp.sys.atari.st
Date: Wednesday, May 12, 1999 9:51 PM
Subject: WTB: Mega ST keyboard & mouse

wanted to buy: keyboard and mouse for Atari Mega ST.. must be in MINT condition! thanks!

- matt
atari@mattsoft.com

2707. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Gilles Charron <s1383700@uottawa.ca>
Message-ID: <373A4497.A394496F@uottawa.ca>
Source record: 78797

Martin-Eric Racine wrote:
>
> > The thin is, my ST is broke and I still want to run MiNT
> > programs. That's why I installed STonX on my Linux box.
>
> This won't work.

Not true, I've got a full NAES setup working under STonX on my
PII Linux system...

>
> The best suggestion I have is, purchase a second-hand TT or another
> TOS machine of some sort. There are plenty of those for sale here,
> on this newsgroup, for almost nothing.
>
> --
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The Atari TT030 Homepage http://funkyware.atari.org/TT030/
> --
> Intellitel Communications www.intellitel.com +358 (5) 624 3283

2708. Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <926570772.665.80@news.remarQ.com>
Source record: 78798

Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr. but all of a sudden it will just reboot itself. Can anyone tell me what the prob may be? Could the floppy drive be going bad? Thanks in advance!

Siadiv

2709. Re: Atari in Vlaanderen

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905122055.a37248@su2.maus.de>
Source record: 78799

Hallo Marcel,

MDM>Are there Ataristores in Belgium?
maybe you could get a better result by asking this question in the french-speaking newsgroup? :-)

I know that some Belgians are reading there...

peter

2710. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905122058.a37249@su2.maus.de>
Source record: 78800

Hallo Derryck,

DC>I prefer the -ise suffix myself, but will respect the wish expressed.
i'm a bit sorry about that. Yesterday I called Hans-Peter on the phone, and on that subject he said...

...that he had known about it! :-)

Und TTschï¿½
ps

2711. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905122219.a37679@wun.maus.de>
Source record: 78801

Hallo Vassilis!

VP>now there are more modern versions like jinnee, Thing, MagXDesk etc ;-)

Well, in my case it's Gemini. But that shouldn't matter. I did try using the mupfel only in order to see if it would report a more detailed error message.

VP>Well, that's a puzzle, if you can see the remote drive folders, that
VP>means you already have an open TCP connection with the remote computer
VP>and everything should work from then on.

That's what I expected, too.

VP>Have you tried only with your Falcons and you have problems, or the
VP>Milan (with MiNT/STinG) is somehow always between them ?

I've tried with the Falcons alone. That's not difficult because the Falcons are linked together via Midi (or LAN, depends) and one of the Falcons is connected to the Milan via Modem2.

VP>Sorry, this is not clear to me. How can you access files from the
VP>Falcon on the Milan, but the Milan doesn't pop up on the Falcon ?
VP>Where should the Milan 'popup' ?

Let me say it in other words... (guess english isn't the mother language for both of us ;-)

First, I started the STinG connection between Falcon #1 and Milan.
Second, I started BNET.APP on both the Milan and the Falcon. No XFS on either machine, but multitasking available through MiNT and MagiC respectively.
Third, I opened the newly available "P" Drives on both machines.
Fourth, I saw the Falcon1 entry on the Milan, but no entry on the Falcon.
Fifth, I tried accessing some files from the Falcon on the P: drive that resides on the Milan and was able to both copy files from there to the Milan's harddisk as well as from the Milan's harddisk to the Falcon.
Sixth, I encountered some kind of transmission problems as the transferred files were corrupted.
Seventh, I shouldn't always start these sentences with "I" ;-)

To answer your question, the Milan should pop up in the P: drive on the Falcon, as the Falcon does in the P: drive on the Milan.

VP>As for corrupted data, I'm afraid you have problems with the
VP>installation of STinG under MiNT.

Well, that might be the case, but I didn't encouter problems when browsing the web, downloading from ftp sites or whatever.

VP>(I suppose you're using BNET's drive under Kobold in GEMDOS mode).

I surely do, and it was only with Kobold that the file that was copied from the Falcon's D: drive to the Milan's E: drive wasn't capitalized by error. That should be a Kobold problem, as drive E: was _not_ in GEMDOS mode.
But the data corruption did also occur when I copied that same directly on the Desktop (Gemini 1.a) afterwards.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2712. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8s7$9mj$5@news7.svr.pol.co.uk>
Source record: 78845

On 10 May 1999 23:39:35 , "John Whalley" wrote:
>Derryck Croker wrote in message <7h5vni$cp4$2@news5.svr.pol.co.uk>...
>>On 7 May 1999 11:50:34 +, Vassilis Papathanassiou wrote:
>>>on Tue 04-05-1999 19:52 kevin dermott wrote:
>
>>>I still haven't found the 'easy step' taking a quick peek at them,
>>>but since there _is_ this step, it's not that hard to find it.
>>>(hint: like killing accessories ;-)
>
>To be fair to Kevin, it isn't in the printed manual (at least not here),
>it's in the readme for NVDI-PC. Took me a while to find it after you'd
>mentioned it was in the manual!

Ah - I have NVDI 5 (the all-in-one version), it's in black and white in the
manual there.

It's a nice, easy way of configuring screen res's tho', soundly beating any
of the usual methods isn't it.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2713. Re: New version of aFTP is waiting for

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8s9$9mj$6@news7.svr.pol.co.uk>
Source record: 78846

On 10 May 1999 20:38:24 , Lonny Pursell wrote:
>On 10 May 1999 11:38:59 , Ronald Andersson wrote:

>>I'll post more info after testing version 1.52b.
>
>Have not noticed speed problems here, but 1.52b still does not connect
>right to my ISP. Neither did 1.51b. I have to hit reload everytime it
>first connects. Went back to 1.5b again.

My Freeserve web page has only one file in it, which isn't displayed in the
directory unless I upload something - only when the directory has been
refreshed does the index.htm file get shown.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2714. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8sb$9mj$7@news7.svr.pol.co.uk>
Source record: 78847

On 10 May 1999 06:52:26 , "John Whalley" wrote:
>Excuse me for jumping in and being picky...
>
>Peter Schneider wrote in message <199905091306.a34373@su2.maus.de>...
>>As the program speaks English, which will not be changed or translated,
>please use the correct English spelling, "OPTIMIZE".
>
>"OptimiZe" is American, not ENGLISH...
> :-)

That's true. The spellings are interchangeable according to my dictionary
tho'. I prefer the -ise suffix myself, but will respect the wish expressed.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2715. Re: Problem with I-CONNECT

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8sc$9mj$8@news7.svr.pol.co.uk>
Source record: 78848

On 10 May 99 22:04:44 -0, greg_evans@delphi.com wrote:
>
>I have set up the login script for I-Connect and it seems to go through
>the username and password portion okay but gets hung up afterwards.
You could activate the terminal so that you can see if the ISP is expecting
any further input from you.

> It appears
>the modem is sending text trash across the screen.
Hmm, that doesn't sound good!

>but need I-Connect to try some of the extra features I can get using it.
Care to elaborate?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2716. FA: Atari SF354 disk drive with cables

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <7hb8tq$5v5$8@geraldo.cc.utexas.edu>
Source record: 78849

For auction:

Atari SF354 disk drive with power supply, drive cable, tested and working
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=102629564

--
Alex Bilstein
BA in Art History, University of Texas
Are you a fan of the Atari 2600? Then check out the Atari 2600 Nexus:
http://2600nexus.atari.org

2717. Re: Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7jig4u.6m8.curis@capitole.lure.u-psud.fr>
Source record: 78850

Dans son message ï¿½ï¿½Re: Calamus printer driversï¿½ï¿½, Derryck Croker a ï¿½critï¿½:

ï¿½ï¿½The HP660 printer won't print in colour at 600*600dpi, I doubt that the cse
ï¿½ï¿½model is any better spec'd - or have I got the wrong end of the stick?

Speaking of that, do you know how to print in 600*600 black & white
with an HP-690c ? All HP 600*600 drivers I used give a 600*300, so the page is
vertically incorrect :-(

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

2718. wtb: Color Or Mono Monitro for Atari ST/STE

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Marcer <marcer@algonet.se>
Message-ID: <Pine.SOL.4.10.9905121124460.24578-100000@aristotle.algonet.se>
Source record: 78851

Yes if you have any monitor for Atari ST/STE for Sale
then i'm intressted to buy it. if it is the right price

I live in sweden Btw

Greetz Marcer

2719. Atari bits FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3739546E.C9C370F9@patent.gov.uk>
Source record: 78852

14400 TRUST Fax Modem with PC (Trio) software, mains adapter & cable ï¿½15

Titan Tech. Reflex High Res. graphics board. Slots into MegaST
expansion slot ï¿½15

+pp UK

Bob King

2720. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7hbkl6$n45$1@plutonium.compulink.co.uk>
Source record: 78853

On 11 May 1999 15:02:17 , "David J Sime" wrote:
>What internet providers UK only, support Atari St running STing & CAB?
>Does anyone have examples of the dial.scr scripts for these?

I've used the following three ISPs with an Atari over the years:

CIX is very good for Atari users, both for internet stuff and the excellent conferencing facilities. There's around 250 Atari users on CIX. I use STing/CAB/NEWSie with CIX and it works absolutely perfectly! There's a lot of help available to get you up and running with STing etc on CIX. It took me just a minute or so to edit the scripts to get a first-time connection!

Zetnet are pretty good as well for internet only stuff, and there's around 100 Atari users. I used STiK with CAB, but STing will work just fine as well. There's quite a few knowledgeable Atari users that should be able to help you out here.

Demon is also accessible with an Atari, although I left because their service was abysmal a few years ago! I used NOS originally, then moved onto OASIS 1.35, then after severe connectivity problems ditched Demon and went to Zetnet! I vaguely recall using STiK and CAB with Demon a bit, but it was years ago!

Some of the free ISPs are useable with an Atari, though most seem to require that you use a PC (spit!) initially to sign up, but after that you can extract the script details and connect with STing and use the usual tools!

Price-wise CIX is the most expensive at about 17.50 a month, but that includes the unrivalled (IMO) conferencing and unlimited internet access, as well as the usual web site space. You can take a cheaper CIX option at 7.50 a month which includes 2 hours a month internet/conferencing, time above this is payable by the minute.

Zetnet is about 10 pounds a month.

Demon was about 11.75 a month when I last looked.

As far as connectivity, reliability and newsfeeds go, I've found CIX to be the best of the three. I did run CIX and Zetnet in tandem for about three months, and CIX was better overall. Can't say much about Demon because my experience with them was not good. They even admitted that all the problems were their fault, but refused to reduce my bill or pay compensation for all the wasted phone calls. I even have the letter in which they admit they were at fault!!!

I guess/hope they have improved since!

HTH a bit!

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2721. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7hbpev$sh4$1@nnrp1.deja.com>
Source record: 78854

In article <3738ec2863cbb67@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> a compatibility emulator. At least the 'write-through' mode should be
kept
> active for normal usage. I'm doubtful about other modes though, as
it is
> the 'write-through' mode which corresponds to the 68030 mode that
Falcon
> and its system software was designed for.

As you'll see further down, this is not the case.

> I agree completely. That is what I too would prefer.
> If that would raise the price of a CT2B by a few euros, so what ?
> I wouldn't have dropped it from my shopping list just for that,
> nor would anyone else have, I think.

Titan (Core) hinted that the real reason was that additional cards
would put too much load on the Falcon-bus, and that they removed the
through-port simply because it couldn't be used anyway. Ofcourse, Titan
is promoting their own accelerator...

> Writing to cache is different. The cache checks themselves are
identical,
> but for changed data the write must also change RAM. That is why
caching
> faster for write than for read should be impossible with Falcon
compatible
> caching. But the loss for such writes should

This is how the 040 does it inn writeback mode, which indeed gives
poorer performance than copyback (which I always use).

> Well, it does have extremely fast caching modes, and other advantages,
> but the lack of efficient bus sizing works against them too. As for

Please note that Motorola has a separate, external bus-sizer which
essentially is the bus-sizer from the 030. Why this isn't used in the
AB is beyond me...

> >It's very easy: Don't cache the DMA-buffer :-) I use copyback-cache
all
> >the time, both with TOS, MiNT and MagiC and it's generally very
stable.
>
> What you say requires that each program which sets up any RAM block

for use
> with DMA must also reprogram the PMMU tables to set cache inhibit
bits for
> this block according to 68040, not 68030, PMMU methods.

No, it simply means that the PMMU-tree installed by the driver (or
directly by the OS) marks ST-RAM as non-cacheable.

> It has never been a GEMDOS rule that any special consideration need
apply for
> DMA blocks, except that they should reside in ST-RAM and should not
use PMMU
> remapping for other logical addresses. The

Don't forget the FRB-buffer, which is provided in all TOS-versions that
supports alternate RAM. This doesn't cover all problems ofcourse (it's
only purpose is to buffer DMA-transfer to/from alternate RAM).

> >This is basically how the AB is implemented as well, the PMMU is
used to
> >create a continuous fast-mem in the standard TT location.
>
> I assumed as much, from various clues, but I'm glad you confirmed
this.
> IMHO, that is a very bad method, as it locks the PMMU to using a
special
> non-straight mapping, contrary to traditional Atari TT memory maps.

But it's strictly not necessary, as there's no rule that says that
alternate RAM has to be located at specific adresses, or even be
continuous. I'm not even sure if the original AB-drivers did this, as
I've only used Doug Little's driver.

However, on the AB there's no harm in doing this anyway as the PMMU is
already used for various things:

1. Set up the cache-mode for video-ram.
2. Disable data-cache in the FRB-buffer (or entire ST-RAM).
3. Move TOS to fastRAM and protect it.
...and 4: Joining the two RAM-banks at the standard TT-location.

> There are other (quite simple) methods that solve the problem better.

In hardware?

> MiNT may work with lots of things, but IMHO that is very much due to
the
> fact that most people run it as MINTNP.PRG, and not as MINT.PRG.

Without memory-protection MiNT doesn't touch the PMMU at all, so
naturally then there's no problem with even the most complex PMMU-
trees. I'm talking about MiNT *with* memory-protection, which currently
works with Milan and Afterburner (in addition to traditional systems).
It does not work on the Hades for one simple reason: The Hades' PMMU-

tree is set up by an accessory (!), which ofcourse is too late for MiNT.

> But with CT2B I don't think we need to be in that corner yet. Its
decoding
> logic is in-situ-programmable, so it can be reprogrammed at any time.
So
> the design is not locked in 'finished' state as long as any support
exists.

And since it only has one memory-bank you don't have to worry about
gaps either. What prevents you for not using the PMMU at all, and
simply install the fastRAM with Maddalt()?

> So it can, and I use that in a utility program I made for my CT2B, so
as to
> enable FastRAM access without getting the really weird PMMU mapping.
But it

Ahh, so it works without using the PMMU?

> But my main objection was not the fact that FastRAM starts at another
address,
> but the fact that its physical address does not coincide with logical
address
> used when it is active. That constitutes a

But this is not the case if you don't use the PMMU? Or what?

specific danger in itself, as it
> means that any program resident in FastRAM will cause random crashing
if it
> attempts to clear or reprogram the PMMU mapping, such as a TOS
relocated to
> FastRAM will do (just as one example).

Not to mention that the reset-handler won't survive a reset if the OS
(MiNT or MagiC) was loaded in fastRAM! This is the case on my
Afterburner, although I've been able to fix that with MiNT since MiNT's
resethandler isn't needed in my case.

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
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2722. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7hbplqsqe1@nnrp1.deja.com>
Source record: 78855

In article <3738D9EE.10053C93@ihug.co.nz>,
jwandjw@ihug.co.nz wrote:

> I don't think its a case of dislike...it to me is more likely to be a
> case of availability of the 68040. I guess the 68030 and 68882 chips
> they use could be removed from older Macs, whereas the 68040 Macs are
> still a quite nippy machine. If 68040 based owners of Macs are not
> selling their machines, we do not have many 68040 chips to use in the
> accelerators...

But Falke seems to be able to get both 040s and 060s for the Milan, and
there's still numerous 040-accelerators for the Amiga. Motorola still
mannufactures these chips (they're popular in embedded designs) so I
don't consider this a real problem - yet.

> > For their Phenix - yes, but I can't see that they will make a 060
> > Falcon-accelerator.
>
> We can but hope! :)

Well, if the Phenix never sees the light of day perhaps they'll turn it
into a Falcon accelerator instead ;-)

Jo Even Skarstein

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2723. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drnysk.19t7u592c2uwrN@max05-028.enterprise.net>
Source record: 78856

Joe M. Villarreal <jmv@odsy.net> wrote:

> The author maintains a web page for his software at:
> http://www4.pair.com/gribnif

Thanks for this, I'll take a look.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2724. Re: Atari bits FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drnyv1.1hx7o4r4i0dwN@max05-028.enterprise.net>
Source record: 78857

steve green <stevegreen@zetnet.co.uk> wrote:

> Maths co-processor for Falcon = 8

I'll take this if you still have it, please email me. Thanks.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2725. Re: CD Rom driver for MagiC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drnyl4.v23mv81kmlxn0N@max05-028.enterprise.net>
Source record: 78858

<reschke@muenster.de> wrote:

> > you could point me in the direction of the Spin utility :-)
>
> http://www.muenster.de/~reschke/soft_e.html#spin

Great, thanks for this.

> > Is it a completely new driver? I'm using Extendos atm.
>
> I wouldn't call it "new". It has been around for over one year.

Well, that's new to me :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2726. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: josk@my-dejanews.com
Message-ID: <7hbqh1$t9n$1@nnrp1.deja.com>
Source record: 78859

In article <3738ec2863cbb63@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> >My point is that with the Videl you simply
> >can't do this, *everything* must be done by the CPU.
>
> I never disputed that. What I did question was the extreme factor you
> stated for graphics acceleration with cards and software drivers that
> can be installed on a Falcon right now. 160 was a bit steep I think.

160 is your figure, which is based on the assumption that every pixel
is moved to the graphics-card by the CPU.

> Ok, here are some more nembench excerpts for various resolutions I
use:
>
> Test resolution : 640x480x65536_colours 61.0 Hz Interlaced
> Linear 32bit read (ST-Ram) -> 7.972 MByte/sec (~150%)
> Linear 32bit write (ST-Ram) -> 8.880 MByte/sec (~137%)
> Linear 32bit copy (ST-Ram) -> 4.446 MByte/sec (~137%)

Very impressive, atleast until I noticed "Interlaced" ;-)

> Test resolution : 640x480x65536_colours 63.5 Hz Noninterlaced
> Linear 32bit read (ST-Ram) -> 5.152 MByte/sec (~96%)
> Linear 32bit write (ST-Ram) -> 5.674 MByte/sec (~87%)
> Linear 32bit copy (ST-Ram) -> 2.841 MByte/sec (~88%)

This is the figure I expected. Still rather impressive considering the
resolution. But as I said, with a graphics-card you'd still have
10MB/s...

> The last one is my normal work resolution, And as you can seem that
still
> leaves the ST-RAM access noticeably faster than on the max speed
resolution
> ST High on a normal Falcon (the reference rez of nembench).

Yes, but you're using a interlaced mode which cuts the load in half.
Are you using a RGB-monitor?

> This means that the most efficient use of the system will be achieved
if
> ST-RAM is only used for those dedicated things that really require it.
> (eg: Screen RAM, DMA buffers, hardware blitter operations.)

100% correct. I think everybody that has an Atari with split memory-
model use this. E.g. on my own Falcon the only thing I have in ST-RAM
is disk- and bitmap-caches.

> true in the limited context that it was intended for, but I also think
> this last part (not near 160) applies to overall performance. To be
> honest I think you do too, since you lowered that claim to 10-20
above.

But you seem to forget that my initial clame *was* 10-20 (IIRC), it was
you who multiplied this by 16 (i.e. "expanding" Videl-mono to Nova
16bit) and got 160! ;-)

Jo Even Skarstein

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2727. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: josk@my-dejanews.com
Message-ID: <7hbsoluqs1@nnrp1.deja.com>
Source record: 78860

In article <Pine.MNT.4.10.9905102047460.112-100000@tampa1-014.southeast.net>,
kellis <kellis@leading.net> wrote:

> I remember this discussion we had.
> I for one do not have an AB40, so I can't confirm anything. All I can say
> s what other users have experienced.

Then I don't think you've talked to many 040-users. Try asking the members of the Falcon040-list how often they have to run with their caches disabled...

> Of course, as you said earlier, you don't use older applications, not so
> compatible applications, and no games etc.

That's correct, but I never said that those *doesn't* work. I never use them, so I can't tell.. I have a few old apps that I sometimes load though (mostly because I have old files only these apps can read), so I can guarantee that the following works *with* cache:

1ST Word Plus, Wordflair, EasyText, PageStream, Timeworks (!), DevPac2, GFA Basic, ST Knife.

As for games, well, these are real hard to get working on a stock Falcon as well, so I revert to one of my STs when I (very rarely) play some of my old games. The Falcon-specific games I've tested works, but then I've only tested Running and a Reservoir Gods-game I can't remember the name of.

To be honest, I have a lot more problems with programs that doesn't like my OS, the colour-depth or even the size of the screen. This is a much more common (and annoying) problem than software that only works on a 030, or not even on a 030 with caches enabled (a lot of older packers etc. use self-modifying code which breaks when cached).

> Jo, do you have a nemesis with your AB40? or the AB40 alone?
> Coz the prob with the AB40 afaik/r is the bus accesses.

I have a Nemesis which I rarely use, because I've never been able to get stable SCSI with it.

> A machine can't only be seen by the CPU type or speed. If badly designed,
> you lose.

Correct, but my point is that the AB - despite of it's poor design - is faster than the CT2 in many ways simply because it has a better CPU.

> CPU raw power is sometimes needed, POV, linux etc but doesn't make the
> system more efficient.

This is true if you have a PC with 66MHz bus and 330MHz CPU, but that's not the case with any of the current accelerators/clones. We still wait for the CPU to finish it work a lot of the time, just try displaying a long HTML-document in CAB, compile a large project, pack your C-partiton etc...

> Backward compatibility nowadays for OUR platform is very important
because
> we don't have that many people to code, to update, to create new
software.
> So we have to rely on some goodies sometimes.

Can you mention one application that runs on a TT or CT2 (in fastRAM) but not on the AB? Anyone? Cubase Audio is often mentioned in this context, but I know that atleast one person on the Falcon040 mailing-list use it.

This particular part of this thread reminds me of the "good, old days". When the TT arrived there was a lot of rumours about all the compatibility-problem, that the CPU-cache was trouble, "you can't even connect it to a TV-set!" etc. Ofcourse, I didn't know anybody with a TT, but all my Atari-owning friends (and I) had an opinion about it. Now that I own one myself I find that it's a lot more ST-compatible than even a stock Falcon...

Btw. does anybody remember those hardcore ST-fans that couldn't stand the STE because "it can't sync-scroll"?? Or "DMA-sound is cheating!"? I knew a few of those, they've switched to PC's years ago...

The Amiga-scene has always been more open towards new hardware than Atarians, that's partially why practically all Amiga-users have 040-, 060- or even PPC-based machines today.

And, if you really must have full Falcon-compatibility, then you can't find anything more compatible than a Falcon with an Afterburner and Geir Øyvind Vælidalo's CPU-switcher installed ;-)
(http://atari.nvg.org/hardware.html)

> How hard is it to find 040 CPU? are they as cheap as the 030 or close
to?

A very local store (just across the street from my house) has them in stock, they cost about USD90 (40MHz RC). I don't think they have 030s, but I believe they cost somewhere around USD30-40.

> Do you think Centek are just plain stupid to release a Falcon card
with
> "ONLY" a 030?

No, but as I've said many times before, they don't want a product that will compete directly with their own Phenix. If the Phenix doesn't sell (or they pull a "Wizztronics" again) they might change their mind.

Jo Even Skarstein

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2728. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <37397fc21e6ba80@mail.otenet.gr>
Source record: 78861

Hi Ekkehard,

on Tue 11-05-1999 22:36 Ekkehard Flessa wrote:

>VP>btw: Have you a working BNETwork with your normal desktop ?
>
>What do you call a "normal desktop"?
>
Hmm, originaly it was a green screen with some icons on it, now there are
more modern versions like jinnee, Thing, MagXDesk etc ;-)

>I did never see more than unusable drive Folders from BNET on any of my
>Falcons.
>
Well, that's a puzzle, if you can see the remote drive folders, that means
you already have an open TCP connection with the remote computer and
everything should work from then on. If you're still using mupfel, then
you'll have to wait until next week for me to return back home, where I can
check it ;-)
If you open a desktop window and can't go beyond Ax,Cx etc, then there is
either something wrong with your setup, or I'm in trouble ;-(That means
looong testing again with precise info from you, to be able to reproduce
(and fix) your problem.

>Both of my Falcons are running MagiC 5.13. On the Milan, I have currently only
>N.AES available, so the xfs won't work.
>
Sure, MiNT needs a different XFS. Have you tried only with your Falcons and
you have problems, or the Milan (with MiNT/STinG) is somehow always between
them ?

>I just tried it with BNET.APP started manually on both Falcon #1 and Milan. I
>am able to access files from the Falcon on the Milan, but the Milan doesn't pop
>up on the Falcon.
>
Sorry, this is not clear to me. How can you access files from the Falcon on
the Milan, but the Milan doesn't pop up on the Falcon ? Where should the
Milan 'popup' ?

>Benchmark: copy with Kobold (Version 3.5) 346795 bytes from Falcon to Milan in
>55 seconds. Transfer rate is 6300 bytes per second. Connection via Modem2
>respectively Serial2 at 115k2.
>
Ok, this is more or less the speed I also get with 115k2 connections (with
or without BNET). Note though, that 'getting' a file from a remote is faster
than 'putting' it, and this has to do with MagiC/XFS/STinG internals.

>There was another error, though: the destination was a normal FAT partition.
>The resulting file was created in small letters rather than in capital letters,
>so Gemini wasn't able to access it.
>
Running BNET for single_TOS or without the XFS, paths are converted to
UPPERCASE. With the XFS, it is left to the OS. When you write to a remote,
BNET uses legal GEMDOS calls on the destination (like Fcreate, Fwrite etc).

> And even worse: the file is _not_ identical
>to the original. Many bytes have changed.
>The filename will be correct when copied on the desktop, but the data will
>still be corrupted :-(
>The Dialer's statistics window does _not_ report any dropped packets!
>
As for corrupted data, I'm afraid you have problems with the
installation of STinG under MiNT. I _never_ had such problems with BNET
(and no one has reported) even before TCP_close() was fixed, because BNET
keeps open connections all the time. I've copied many MBs of data from/to
MagiC PC, from/to my STE etc, etc (I'm a patient guy ;-) and never had
corrupted data. I really believe it's something else that causes this.
(I suppose you're using BNET's drive under Kobold in GEMDOS mode).

Regards Vassilis

2729. Re: for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37397FB5.53784349@patent.gov.uk>
Source record: 78862

Don't you mean Reflex, from Titan Technologies (now Core Design)?
I have the same set-up, apart from your dream monitor. I use a full
colour multisync (ex betting shop) with the DIN monopin output feeding
the RGB inputs simultaneously. The software with the card (latest
version v2.4 free on titan-bbs.co.uk) allowing me full page (mono)
display with DA's Layout etc.

Bob King.

Chris Korycinski wrote:
>
> i've got the folowing stuff for sale. all works fine.
>
> atari mega 4 with matrix video card
>
> taxan viking monitor. just under 19" diagonal viewable area. about
> 1300x1000 in mono. This will ONLY work with the matrix card. don't even
> try it with your pc/mac
>
> sm124 mono monitor
>
> slm 804 laser (the big one!)
>
> megafile 30
>
> maths co-processor card for mega. this will _just_ fit under the matrix
> card, but as i got rid of the cad/cam software, i also removed this
> module from the machine.
>
> i use the setup for running calamus & its brilliant. you can run the
> monitor in 640x400 emulation or you can run both the atari & viking
> together (atari at 640x400 & viking at about 1300x1000) if the software
> allows it (calamus does)
>
> i'm looking for about 250 pounds + carriage. email me privately if you
> are interested. because of the size of the equipment, it's not worth
> getting in touch with me if you are outside the UK
>
> chris korycinski
>
> * Chris Korycinski * Perth, Scotland *

2730. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990512162040.6312B-100000@hal.fishpool.fi>
Source record: 78863

> The thin is, my ST is broke and I still want to run MiNT
> programs. That's why I installed STonX on my Linux box.

This won't work.

The best suggestion I have is, purchase a second-hand TT or another
TOS machine of some sort. There are plenty of those for sale here,
on this newsgroup, for almost nothing.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2731. Re: MINT Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990512162507.6312C-100000@hal.fishpool.fi>
Source record: 78864

> I have an Atari TT030 and a Mega4St that I am interested
> in running and learning Mint. Where can I get information on
> Mint for a unix beginner like myself?

MiNT is mostly based on the BSD variant of Unix, so you might wanna
locate a copy of "Unix for dummies" and start with that. There are
some differences in MiNT, but most of that book still applies.

You can find the most up-to-date MiNT stuff on the Funet server.

ftp://ftp.funet.fi/pub/atari/mint/

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2732. Replacement keyboard

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37398c6e17eae0@zetnet.co.uk>
Source record: 78865
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi All,

I was given a keyboard which came off of an old 286 PC and was wondering
if it is possible to wire it so it can be used onto an STE?

The keyboard is a Philips P2815.

Thanks in Advance,

Gordy.

--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: Aural Sex produces eargasms

2733. For Sale: Gravis MouseStick

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <3gfkCYATIZO3EwAD@steverosie.demon.co.uk>
Source record: 78866
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I have the above up for grabs. This is a very nice controller, and was expensive, it works on the Atari ST and Amiga and works out which machines it's on.

This what it says on the box, it also has a manual with it;)

"The ultimate optical controller. Precision and versatility.

Ideally suited for:
Entertainment software
Flight Simulation
CAD and Drawing
Desktop Publishing
Mouse emulation
Digital joystick games (Atari ST/Amiga only)"

It has 3 programmable buttons and comes in 2 parts; one part plugs into the joystick port and has an LCD display, and the other is a joystick that plugs into the other part.

I must admit that it did take me a while to get use to it. You can move the cursor around the screen, the speed of movement depends on how far you move the joystick; e.g. if you go all the way in any direction, the cursor moves much quicker than with a small movement.

I've only used this in the mouse port and can't say what it's like using it in the other port. Enough said I think.

I'm looking at around ï¿½30 GBP or I'll swap or do a part exchange on other gear.

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2734. Re: AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37388cfd.5724448@news.easynet.co.uk>
Source record: 78867

>Hey I recently got a machine that has the Adspeed ST add on. This add
>on (by ICD) was made to accelerate the computer into a 16 mhz mode. (for
>those wondering)
>
> For those that might have heard of this before, how do I get this to
>work? It has a switch in the back to go from 8 mhz to 16 mhz, but I've
>heard that some software drivers are needed. Does anyone know where I
>can get these drivers off the internet?

Well I've got a ADSpeed STe (same thing just configured for
STe) and don't have the software either but you don't need
it. The switch will toggle speeds and thats it. If your not
getting a boost with the switch perhaps a wire is loose or
the cable has a break in it. Replace cable. The software
drivers provide an alternative way of changing speed and
thats it.

Damn good accelerators, very compatible and even slightly
faster than a Mega STe. I wouldn't want to go back to 8MHZ.

2735. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b22@oden.se>
Source record: 78868

Hi Louis,

I'm cutting lots of your text without further comment, just to keep this
reply reasonably brief, but I have read it all. I'll quote some part of
your text on things I comment on as usual.

on Tue 11-05-1999 07:04 Louis wrote:
>on Tue 11-05-1999 01:53 Ronald Andersson wrote:
>
>Now first, my own ISP has some strange "habit" of not displaying the new
>contents of the directory I'm uploading to after the upload (usually I
>only upload to my own webpages); so once the file has been transferred the
>program is waiting endless. aFTP can be killed from MagiC, next I start it
>again and do transfer nr. 2 etc.

That effect may also have been due to the old TCP module. aFTP in particular
shows a marked improvement when used with the new module, though some of
its changes are of importance to all network APPs using STinG.

It is evident from your text that you have never tested aFTP 1.51b.
You mention lots of older versions, not realizing that their speed results
have nothing whatever to do with the limited upload CPS rate of aFTP 1.51b.
No earlier versions had such a limitation. And the new one has got rid of
it, as my earlier post about testing 1.52b proves.

It was the result of an update ATACK made to their event loops that made
efficient network access under STinG impossible. This has now been fixed.

I have always had fairly slow uploads with aFTP, compared to what I get
with Newsie, but in version aFTP 1.51b the CPS froze at appx 1024 CPS.
So at 76800 BPS, or a raw CPS of 7860, I still got an upload CPS of 1024,
even using a local server on my own network.

Now, with aFTP 1.52b, I get upload CPS of 6000 for exactly the same setup.
To my mind that is quite an improvement.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2736. Re: Okami: Faulty IDX file

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b23@oden.se>
Source record: 78869

Hi Jos,

on Tue 11-05-1999 10:02 Jos den Bekker wrote:
>on Mon 10-05-1999 11:38 Ronald Andersson wrote:
>
>>Ok, I will, but these group files were created after my conversion to 2.0,
>
>No. Don't think so. It might appear that way, but I don't think they
>were created by 2.0.

Maybe you are right. I found it a little difficult to keep track of what
was going on with oimport at first, so I may be mixed up there.

>>It created them on its own initiative. I have never wanted those groups.
>
>Then set "handle.xposts=0" in o.inf.

It is, now, but I think it was not so with the earlier version.

>>I think it created them because of crossposted dupe messages, which is
>>one good reason why they are empty.
>
>Version 2.0 of oimport shouldn't create empty .dbf files. If it does,
>I stand corrected, but I would like to see prove of it.

I'm not really sure when they were created, because I did not really
'dig' into the news\ subfolders until after I had switched to 2.0 .
I do know that the 'complaint' about corrupted indexes came after the
switch though, and with "handle.xposts=0".

In any case, I have now erased all the unwanted files and folders and have
also removed the corresponding lines from onews.def. After this 'cleanup'
I have not had any further error messages, so this was probably just a
side effect of switching versions. Possibly the index conversion program
did not realize that it would have to erase files of empty groups to keep
the new version happy.

>I never use the compiler without the shell, but I suppose you're
>right: it's the shell that keeps track of changed header files.

I never found a PureC shell I was happy with. The one I have can't even
launch the compiler directly under MagiC. It does so through a stupid
intermediate program which I find a ridiculous method. Yet they have still
added other handicaps to force people to pay money for it. This I won't
do, as the worst handicap (that extra program) would still remain.

So, what shell do you use, and where can it be found ?

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2737. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b24@oden.se>
Source record: 78870

Hi Neil,

on Tue 11-05-1999 01:24 Neil Roughley wrote:
> on 11-05-99 Ronald Andersson wrote:
>
----- snip ----- re: what was you 'previous' aFTP version ?
>
>In my case the previous version was 1.51b.

Ok, that is the one with the absolute upload limit.

>With 1.52b and a 28K modem, binary uploads bottomed out to a consistent
>600cps. During the same session with the same test file (a 110K LZH
>archive), downloads topped out at around 2800cps. Uploads were twice as
>fast with 1.51b.

Are you sure about that ? The CPS display often jumps wildly up and down,
so even I have seen some such figure momentarily, but for longer files it
always evened out to _max_ 1024 CPS for aFTP 1.51b.

An average of 1200 CPS was impossible for me to achieve, using setups where
I now get 6000 CPS with aFTP 1.52b.

>BTW, just like Louis I'm using the TT's Modem 2 port.

I don't think that the port choice would matter much. I myself use the
serial 2 port of my TT for my 56K modem, as I prefer the available speeds
it has. I use Modem 2 for local networking to the Falcon.

I've been thinking of this aFTP speed problem most of us see, and I think
I know a solution that should improve speed even further. I shall suggest
another event loop modification to Jan Krivanek (of ATACK), that might
fix this.

2738. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739c472946b25@oden.se>
Source record: 78871

on Tue 11-05-1999 18:30 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>> ----- snip ----- re: broken processor pin during CT2B installation
>
>> The purpose of that pin, as used by CT2B, is to strap it such that the CPU
>> on the Falcon motherboard releases the bus permanently to the CPU on the
>> CT2B. You may have a total bus conflict on your hands if that fails. It
>> is possible that internal 'pulldown' stabilizes it in 'released' state,
>> but I'd hate to rely on that without definite confirmation.
>
>This is how it's done on the AB as well, and a friend of mine also managed
>to break this pin... He did fix it though, if you want to know how he did
>it, just send me a mail and I'll forward it to him.

Just so you know: that was not on my computer, but on Derryck's

What symptoms did your friend get with the pin broken ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2739. Floptical drive with disks for sale £42 including insured postage UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: martin.w6@ukonline.co.uk
Message-ID: <37388e00.5983859@news.easynet.co.uk>
Source record: 78872
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Bare SCSI Floptical drive (20MEG storage per disk) also reads and writes to 720k and 1.44MEG disks. I.e. gives a high density drive to normal STs.

5x Floptical Disks 100MEG of storage.

PC SCSI card for use iwth Floptical.

Instructions etc.

All working 100%.

You will obviously need to mounti it internally or put it in case. If you need a 5 1/4 tray then I can supply one at £2 extra. You'll also need a SCSI interface of course.

Previously I mounted it in a external CDROM case.

I've used it on PC, Acorn, Atari ST, Falcon, Amiga 1200 with no problems at all.

Can load the five disks with software too depending on what you want.

Exceptionally good at reading 1.44 disks as it has a very precise and accurate mechanism.

You can not use normal disk copying software with it though as its not seen by the system as a floppy drive its a removable hard drive.

Will also consider swops for other Atari hardware.

ICD software does support Flopticals and I think HDdriver too. Ideal for someone with PC and ST for sharing information.

The PC scsi card is an 8bit isa card and probably a single device type. I've never used it as I've got an Adaptec SCSI card which I used instead.

Will split possibly. Flopticals £3.50 each, Drive £25, scsi card £4. all plus postage.

Also 520STFM with joysticks and games £45 including postage.

2740. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926529779.510.23@news.remarQ.com>
Source record: 78873

On 10 May 1999 13:24:55 , Uwe Seimet wrote:
>Paul Nurminen wrote:
>
>> And this makes HD Driver better because??????

Maybe it's per chance...
But since I've had a Falcon...
I've used Atari drivers, ICD Pro, and HD Driver (since version 5).
Since using HD Driver...I've not lost any data that a reboot didn't
manage to reveal. Before I'd dead clusters all over the place, and
many a file got too sick to recover due to CuBase burps.

CAF does a load of real time hard disk grinding...
It crashes sometimes...right in the middle of a take (as does any
digital recorders I've worked with in such an age and price range).
Just my experience, but since using HD Driver, I've had much more luck
at rebooting to find my data still there and useable.

Does that have anything to do with the time outs and such? I dunno...
One fact remains however...
There's not much to choose from if you wish to move to other partition
types, and see constant improvments, further support, and very good
coustomer relations.

This has been a very interesting thread however...
I do hope it leads to some improvements on solving the Falcon SCSI
time outs. I guess I'm lucky in that I RARELY see them unless I'm
running high speed modems and Direct Memory access at the same time.
In fact, I've never been able to get much speed out of the serial ports
on this particular Falcon. I'd have to agree with Uwe that the focus
is a hardware one. So...what are some patches that may help? I'm eyeing
a Centurbo II pretty hard. Any proven success going that route?

It seems to me, that the Falcon just doesn't have the bandwidth it needs
across the bus. Drop to 2 colors, and all those problems go away for me.
Don't use serial ports, and I can hop up to higher resolutions and the
problems go away. Try to use it all together, at the same time...and
well...glitches.

I'm still very impressed however...since the system was based on designs
never meant to use all these resources at once. I've a Pee Cee, and had
a Mac that came out near the same time as the Falcon...and they're
pretty much door stops even compared to my older ST machines. I doubt
it's due to hardware, as much as the lack of die hard hackers who
continue to support and develop software for it. Yep, I'd say the
Atari investment is about the best electronic based consumer choice

I ever made, excepting that central air/heat unit ;)

Brian

2741. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926530424.733.68@news.remarQ.com>
Source record: 78874

On 10 May 1999 06:52:26 , "John Whalley" wrote:

>"OptimiZe" is American, not ENGLISH...

Funny ;)
My American dictionary has no such word...
But I rather like it ;)
Leave it OptimiZe ;)
begging the Queen's pardon

Brian

2742. FS: ST package, Monitor, Notator, Touch-up, Lots MORE!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: goodkenwin@aol.com
Message-ID: <19990512133806.11512.00000814@ng-cs1.aol.com>
Source record: 78875

COMPUTER
Atari Mega 2 w/4meg upgrade
Atari 30 meg hard Drive
Adspeed 16MHz chip installed

UTILITIES
Interlink, Warp 9, HotWire, Psygham, STraight Fax 2.1, SuperBoot, ST Tools, CodeHead Utilities, Universal Item Selector 3.32, OutburST (For HP printers), NeoDesk 3

DESKTOP PUBLISHING
Touch Up (with hand scanner)
Pagestream, Arabesque (DTP), Calamus Demo, Picswitch, GemView, Quiksort, AtariView, Tiny Print, Wordflair, Wordquiz, Word Writer

MUSIC PROGRAMS
Notator 3.21 (includes Unitor 2, Human Touch, and Steady Eye)
D-50 Bankload
D-4 Librarian
MIDI sysex program
EMC Proteus Editor/Librarian
Interval Protezoa - EMU Proteus ed/lib demo
Musicalc
Encore - Music sequencing & notation (no manual)

MISC.
Fracplay, Mbrouse, Searcher, Raystart, Sysinfo, KDoodler, TLC Book (address book), Degas Display, Megablit (Degas Editor), Ferny (Fractals), Business Utilities disk, MouseKMania, AbbreviatorST Demo

The Atari ST Book (Turner) Volumes 1, 2, & 3

Asking $500 for everything!!
I would prefer not to split items, as everything is already packaged.

Ken
GoodKenwin@ AOL.com

2743. Re: AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3739B07A.3C71@geocities.com>
Source record: 78876

Well, I've got some help and programs from various people and managed to get the accelerator working. I think it will be worth the purchase after I've looked at it. Nice machine. I ran X Former on it (8-bit emulator) and it has increased from 29% at the 8 mhz level to 51% at the 16 mhz level. Not bad!

(Still want to know how well X-Former runs on a TT).

Thanks for the help everyone!!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2744. Re: Atari bits FS (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3739bf3c$0$490@news.zetnet.co.uk>
Source record: 78877

```
On 11 May 1999 19:21:29, steve green wrote:
>Hi all,
> Atari stuff for sale (UK) price in pounds, inc P&P in uk.
>
>Hard bits -
>
> ST / Falcon keyboard = 15
> ST / Falcon mouse = 6
> Stacy keyboard = 15
> Stacy LCD screen = 25
> Maths co-processor for Falcon = 8
> 33600 bps Modem, with PC disk + Atari comms disk, mains
> adapter & serial cable. = 20
>
How ofast is the co-pro?

chrisc
```

2745. What 8-bit emulator for the ST is best?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3739B224.2B7C@geocities.com>
Source record: 78878

I have concluded that I would like my ST to be able to run a 8-bit machine at something very close to true speed.

Currently I have been playing with X-former on a 16 mhz machine. I am impressed that it runs at 51% true speed. And I like the way it allows you to use a 8-bit drive. Has anyone tried this on a TT or Hayes yet and if so, what kind of speed do you get?

How to know? Well, the folks who made the ST XORMER made a little test:

10 for x=1 to 10000:next x

A regular 130 XE could complete that in 22.5 seconds. A 16 mhz ST can complete it in 44 seconds.
So how about the TT, Hayes, or other high end Ataris?

And I was wondering what other emulators are out there? Wasn't there an 8-bit emulator that you could snap in like a cartridge and run software drivers?

I would love to learn the world of 8-bit emulation on the ST, so to quote laugh-in "SOCK IT TO ME!" :)

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2746. MINT 98 CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7hcg29eef1@alexander.INS.CWRU.Edu>
Source record: 78879

Does the Mint-98 CD-ROM have in installer program?
I'm a Unix rookie and an installer would make life much
easier for to get a working install quicker.
--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

2747. Re: how to boot the ST with another TOS.IMG

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3739BDC6.50EB@geocities.com>
Source record: 78880

>>The app You're looking for is called RELTOSBO.ZIP and probably can be
>>found at a lot of ftp sites. If you can't locate it, just drop me a
>>mail and I'll send You the ZIP file....
>
>I searched through hell and high water, no ftp site has it. Tried
>sites in Uk, the umich site seems to be mirrored everywhere. I
>couldn't maintain connection with a site in Poland.
>
Nevermind. I think I found it on Geocities..

You wouldn't happen to have the URL for that site would you?

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2748. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7hcjtfsie1@nyheter.chalmers.se>
Source record: 78881

In article <1dreb9g.3r4uis8b6hp2N@max01-030.enterprise.net>,
Steve <Steve@mguk.enterprise-plc.com> wrote:
>Yann Lossouarn CNET/DIH/LAN <yann.lossouarn@cnet.francetelecom.fr>
>wrote:
>
>> What would be worth to try is to make a non textured version, and to
>> use the DSP to calculate polygons for the walls & characters. Doug ? ;-)
>I'd much rather have the real thing (which I have, ie, how this thread
>started). And then be forced into upgrading the Falcon! ;-)
>
>I need an 040Falcon!!

No. What you need is the upcoming Tempest from Core Design...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2749. Re: Annoying Tune.....

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <3739d74b$0$9535@znews.zetnet.co.uk>
Source record: 78882

On 1 May 1999 14:15:42 +, "Muscles" wrote:
>> "I can't get no... satisfaction....
>> I' Can't get no... good reaction...
>> But I try...
>> But I try...
>> But I try...
>> And I try...
>> I can't get no... satisfaction!!"
>>
>
>That reminds me of something to say to a PC owner.......
>
>"Good things come to those who wait."
>

If you have ever seen Win-NT start-up, it should say

"Start, as you mean to go on. Press Ctrl-Alt-Del"

>Althought I'm not sure about the good bit ;)
>
>Muscles
>Be Strong.............
>
>
>.

2750. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7hcm25$sm7$1@nyheter.chalmers.se>
Source record: 78883

In article <3738ec2863cbb63@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Jo Even
>
>on Mon 10-05-1999 15:38 Jo Even Skarstein wrote:
>>Ronald Andersson <dlanor@oden.se> wrote:
...
>>Precisely, but if you watch the screen in front of you now you'll probably
>>notice that almost everything is generated by the VDI, and not bitmaps
>>blitted to the screen.

I guess I should comment on this, since I do have some hard experience
as to what is done and not done by a graphics card when it comes to
the VDI. ;-)

>Oh, well, I'm afraid my screen is not a good example of that right now. :-)
>
>Starting from the back, I have a 960x720 256 colour XIMG of a canal in

Background images are indeed something that would normally have to
be moved to the card by the processor every time an area needs to be
updated. I intend to add a new feature to fVDI that will make it
possible for applications to allocate memory on the graphics card,
though, which will be perfect for this sort of thing.

>Venice which is of course all bitmap. Then I have some sixtyish icons
>of very varying shapes which are also all bitmaps. Then we come to the

It's simple enough to cache icon bitmaps in local RAM on the graphics
card. Currently fVDI (on the Eclipse/RageII) does that whenever it
encounters a 32x32 bitmap that is about to be blitted.
Further blits of the same image will be a _lot_ faster.

It's of course possible to cache bitmaps of any size (like your
background), but it would be a bit more complicated.
I'll probably give it a try in fVDI at some point.

>menu line and windows, Which do contain some surface fills, and line
>drawing, mainly for the frame elements. But appx 80% of the window

A major problem with menus is that the background is normally blitted
to a buffer whenever they drop down and then blitted back again when
the menu is removed. The buffer it is blitted to/from is of course in
RAM, which causes a significant slowdown.

Fortunately, there is a way to get at the address of the AES's
background save buffer and then it's just a matter of redirecting the
blits to local RAM. fVDI (naturally ;-) does this, and it causes a

huge speedup of the menus (and anything else that uses the same
buffer).

Applications that do their own buffering will have to suffer the
consequences. At least until they can use the new fVDI feature that
I mentioned earlier.

>surfaces are text, in various fonts, and that is of course bitmap data

Yes, fonts are bitmaps, but they are only a single bitplane, even when
the screen is in an 8/16/24/32 bit mode. Thus, the time to transfer
them to the screen goes down by that factor.
That is, text will be output at about the same speed as in the normal
monochrome mode in _any_ graphics mode.

Also, fonts are easy to cache in local RAM and then it's just a matter
or telling the card what to blit and where.

>again. So if we are just measuring amounts here, I'd say that a large
>majority of my present screen is bitmap-derived.

But I can assure you that (at least using fVDI), everything but the
background image will still be drawn a lot faster than in the normal
colour graphics modes.

>>And bitmaps are often "re-used" by the card as
...
>That is of course true. The heavy costs are when new data needs to be moved
>onto the card from elsewhere.

As I've described above, there are various ways to keep the amount of
such data down.

>>However, if you write a 3D-game and load the textures to a good 3D-card
>>you get framerates impossible with any CPU. It's just a matter of where
>>you want the data processed.
>
>Again, this is quite true, but here I must doubt that we have such cards,
>with the necessary software support, available for Falcon at this date.

Well, the card that will be supplied with the Eclipse has 3D support.
Unfortunately, it isn't described in the normal documentation, so it's
been impossible to do anything with it. If we're lucky we'll get hold
of the necessary documentation later on.

Perhaps someone would like to dissassemble and analyze the x86
Direct3D drivers? ;-)

>I never disputed that. What I did question was the extreme factor you
>stated for graphics acceleration with cards and software drivers that
>can be installed on a Falcon right now. 160 was a bit steep I think.

A number like that could be correct for window scrolling and things
like that, but in general the speedup is indeed a lot lower.

>Its the reverse here. At least 80% is bitmaps of various kinds.

As I explained above, as long as you don't move windows around (and thus don't need to update the background image), things are not as bad as you make them sound. Far from it.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2751. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <926539732_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 78884

For those following this thread here's a quick update.

I have tried have demo, freeware and shareware app I can find on the Net in an attempt to view a TIFF file generated by Demon's Fax service.

Unfortunately it looks like there is no program available for the Atari that can view, or even convert, this type TIFF files.

The current list of tried apps stands at:

Calamus SL demo
Look'n See
GemView
Coma
GrafTool
Hackfax
Junior Office
StarOffice
and there were probably others that I have forgotten.

Thank you all for your help.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

2752. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: peter.slegg@zetnet.co.uk
Message-ID: <3739e3e4$0$9534@znews.zetnet.co.uk>
Source record: 78885

I carefully installed Sting 1.2 last week and so far no problems.

All I did was
1. Unpack the archive into another partition.
2. Rename my existing C:\STING folder to C:\STING.115
3. Move the new STING folder to the C:\ drive
4. Copy my own DIAL.SCR and DEFAULT.CFG over the archive ones.
5. Replaced the CPX's and the STING program in the AUTO folder.
6. I re-booted at this stage and tried to active Sting from the
Internals CPX.
7. This didn't work so I extracted the STX files from the folder
C:\STING\STING into C:\STING as they had been in the 1.15
installation. Re-boot again.

(NB. I have always had to put the STING.INF in the C:\ root as it
== has never worked from within the AUTO folder.)

I think that was it. Everthing worked perfectly from that point.
I have noticed a massive improvement in speed, the lack of which
I had always blamed on accessing the web via a modem.

I am using a 33k modem from my Milan and CAB2.7 normally ran at
about 150-300byte/s sometimes reaching 650 and often falling as
low as 50byte/s

Now it runs at 1500-3000 and rarely any lower. That's a TEN times
speed improvement and makes web browsing practical at last. I
wonder if this version of STING is just running better on the
faster machines?

Anyway. For now I am happy. At least until I get used to the
higher speed :-)

Many thanks to those involved in the development of STING and
for their continued support of the Atari platform.

regards,

Peter

On 18 Apr 1999 20:42:29 , Phantomm wrote:
>Hello,
>
>I installed the new STing 1.20 on my 14meg Falcon last night and
>had no problems at all. I used my old DIAL.SCR, DEFAULT.CFG, and
>ROUTE.TAB from the previous STinG 1.15 I was using. STinG 1.15
>has been working great on my Falcon with either TOS or Geneva/NeoDesk

>for along time. I never have any crashes or lockups due to STinG.
>
>Not sure if there is any new options with the Dial.Scr and
>Default.cfg in the new STinG v. 1.20.
>I would like to know what the improvement are suppose to be
>in the new STinG v. 1.20. I've not used it enough yet to make
>any real claims on speed improvement. But while online last
>night. I did notice a big increase in speed with CAB while
>having AtarIRC running in the background using Geneva.
>But it was late, maybe less traffic caused the increase. :)
>Will know soon as I go along with it... ;)
>
< remaining lines deleted >

2753. MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <B3lWCDARJeO3EwWM@steverosie.demon.co.uk>
Source record: 78886
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Yep I'm still trying to get the bugger to be seen using HD Driver...

I've managed to get it seen, but only once. If I turn the drive OFF and on again, it will detect it in the ID screen. I can do this as long as I like, but can't get it find it after the first time!

Here is some info, hopefully this may help.

The Drive: Fujitsu M2513A

HD Driver detects this as: FUJITSU M25 13A 2000 Optical Memory

The following switch settings: ID=2

SW1
Parity: disabled
SCAM mode: enabled - it will not be detected at all with this off!!!
Device enquiry: MO
Spindle automatic stop mode: disabled
LED mode: normal

SW2 (these are all the factory default)
Write cache mode: disabled
SCSI type 1: disabled
Mac mode: disabled
Verify mode: verify enabled
SCSI type 0: SCS1
Save data pointer message: enabled
Down load mode: disabled
Factory test (not to be set by user): disabled

I have the following jumpers set:
CNH! (Terminating power and SCSI termination)

1-2 Power supplied by drive: supplied
3-4 Power supplied by host controller: supplied
5-6 SCSI termination: disabled

Totally formatable via ICD utilities although I can't get it to boot, I don't really need it too.

Totally formatable via PC.

The drive is set in the following chain/link and this gives all the above results.

Atari - ICD Link II- MO drive - IBM LPS270 hard drive - terminator
(doesn't make any difference if the terminator is on or off!)

I'd love to know if HD Driver is at fault or whether it doesn't like the
ICD Link II!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2754. Re: Floptical drive with disks for sale £42 including insured postage UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3739f4e42385630@oden.se>
Source record: 78887
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Martin,

I'm interested in the stuff you advertised, as I can use it to
move semi-large packages between my systems. At the prices
you mentioned (quoted below) I'm prepared to buy all the stuff
you mentioned (also quoted below) except for the 520 STFM.
(I already have more STs than I use.)

As I figure it that makes for a sum of 46.5 UKP,
but I'll also pay for postage of course.

You'd better check what the postage will come to from your end,
as I live in in Sweden (in a suburban of Stockholm), and these
costs are not always 'symmetrical'.

How do you want payment ?
Cash in letter or what ?

on Wed 12-05-1999 17:14 Martin Wilson wrote:

>Bare SCSI Floptical drive (20MEG storage per disk) also
>reads and writes to 720k and 1.44MEG disks. I.e. gives a
>high density drive to normal STs.
>
>5x Floptical Disks 100MEG of storage.
>
>PC SCSI card for use iwth Floptical.
>
>Instructions etc.
>
>All working 100%.
>
----- snip ----- re: various details irrelevant for me
>
>Will split possibly. Flopticals ï¿½3.50 each, Drive ï¿½25, scsi
>card ï¿½4. all plus postage.
>
>Also 520STFM with joysticks and games ï¿½45 including postage.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2755. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3739f4ea1a360e0@ping.be>
Source record: 78888

on Tue 11-05-1999 18:48 Jan.De.Smedt@village.uunet.be wrote:

>Hello Franï¿½ois,
>
>

>Very strange, I had no prob whatsover logging in and d/l-ing
>some stuff...
>

And yet there are problems. With aFTP, Cab and with ftp client of MiNTnet
I can't get through.

Connected to chapelie.rma.ac.be.
421 Service not available, remote server has closed connection

ftp> o 193.190.204.128
Connected to 193.190.204.128.
421 Service not available, remote server has closed connection
ftp>

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2756. Re: MINT 98 CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3739f4ea1a360e1@ping.be>
Source record: 78889

on Wed 12-05-1999 18:08 Fred Horvat wrote:

>
> Does the Mint-98 CD-ROM have in installer program?
>I'm a Unix rookie and an installer would make life much
>easier for to get a working install quicker.

BTW: Which CD-ROM do you mean? There is a little bit confusion about the
"The complete Atari MiNT 1998 CD" and MiNT'98 CD.
The first one holds just a collection of MiNT stuff such as KGMD which is a
(outdated) installation package. The KGMD package is however a good start.
Once you're familiar with MiNT you can easily updated your system.

The second CD is a complete MiNT setup. It does contain an installer.
According to the manual is just a matter of following the instruction but
there has been quite some postings from guys who have had problems to get
it running. Nevertheless it's surely worth the price as once you managed
to get the package working you'll have a very powerful system.

HTH
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2757. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7hcrki$u6u$1@news4.svr.pol.co.uk>
Source record: 78890

On 9 May 1999 13:48:45 +, J WILKINSON wrote:
:>Reply-To: jwandjw@ihug.co.nz
:>NNTP-Posting-Host: news.chc.ihug.co.nz
:>Mime-Version: 1.0
:>Content-Type: text/plain; charset=us-ascii
:>Content-Transfer-Encoding: 7bit
:>X-Mailer: Mozilla 4.06 (Macintosh; I; PPC)
:>Cache-Post-Path: newsch.es.co.nz!unknown@p1-max2.chc.ihug.co.nz
:>X-Cache: nntpcache 2.3.2.1 (see http://www.nntpcache.org/)
:>Xref: news.theplanet.net comp.sys.atari.st:91144
:>
:>Hi there,
:>
:>John Whalley wrote:
:>> >MAGXB032.PRG
:>>
:>> MAGXBOOT for 030 machines. Gives added memory protection for the kernel (?).
:>
:>I think it isn't for 030 machines in partcular. I seem to remember
:>that users of Outside Virtual Memory Manager need this to boot MagiC
:>instead of MAGXBOOT.PRG. Otherwise MagiC will not like Virtual Memory

OUTSIDE is also specifically for 030 machines.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2758. Re: New version of aFTP is waiting for you

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drozu4.7z139y1lhga4oN@srry01m04-31.bctel.ca>
Source record: 78891

Ronald Andersson <dlanor@oden.se> wrote:

> Hi Neil,
>
> on Tue 11-05-1999 01:24 Neil Roughley wrote:
> > on 11-05-99 Ronald Andersson wrote:
> >
> ----- snip ----- re: what was you 'previous' aFTP version ?
> >
> >In my case the previous version was 1.51b.
>
> Ok, that is the one with the absolute upload limit.

Yes.

> >With 1.52b and a 28K modem, binary uploads bottomed out to a consistent
> >600cps. During the same session with the same test file (a 110K LZH
> >archive), downloads topped out at around 2800cps. Uploads were twice as
> >fast with 1.51b.
>
> Are you sure about that ? The CPS display often jumps wildly up and down,
> so even I have seen some such figure momentarily, but for longer files it
> always evened out to _max_ 1024 CPS for aFTP 1.51b.

Yes, I'm sure, although I should have said uploads were _roughly_ twice
as fast with 1.51b (1024 CPS compared to 600 CPS for 1.52b).

> An average of 1200 CPS was impossible for me to achieve, using setups where
> I now get 6000 CPS with aFTP 1.52b.
>
>
> >BTW, just like Louis I'm using the TT's Modem 2 port.
>
> I don't think that the port choice would matter much. I myself use the
> serial 2 port of my TT for my 56K modem, as I prefer the available speeds
> it has. I use Modem 2 for local networking to the Falcon.

My Serial 2 was taken over by a video card, so like Louis I'm using
Modem 2 instead (enough headroom for a 28K modem).

> I've been thinking of this aFTP speed problem most of us see, and I think
> I know a solution that should improve speed even further. I shall suggest
> another event loop modification to Jan Krivanek (of ATACK), that might
> fix this.

I'll be waiting for it :-)

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2759. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3739f0d8229aab50@holleman.demon.nl>
Source record: 78892

on Wed 12-05-1999 20:26 Peter Slegg wrote:

>I am using a 33k modem from my Milan and CAB2.7 normally ran at
>about 150-300byte/s sometimes reaching 650 and often falling as
>low as 50byte/s
>
>Now it runs at 1500-3000 and rarely any lower. That's a TEN times
>speed improvement and makes web browsing practical at last. I
>wonder if this version of STING is just running better on the
>faster machines?

Peter,

it seems you've been victim of this newer (in version 1.15) TCP.STX as
well; if you'd moved back to an old one you'd have experienced speeds of
about 3500 earlier...

My Gawd, did you take this speed for "normal", you didn't, did you?????

Don't think this version will run better as in terms of speed increase on
faster machines, this all depends on:
1. modem speed/port settings
2. line quality, errmm, translate that into ISP capacity.

I think a 33k modem would go to 3500cps on a good link. Perhaps faster on
a proxyserver.

Tell you the truth; I would have quit Internetting on a 33k modem with av.
speeds of 150-300 bps real fast... :-)

--
CU NeXT msg,
____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2760. STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7hd0qt$8jd$1@black.interact.net.au>
Source record: 78893

A small puzzle.

Each time I boot, STinG 1.20 reports failure to load the DNS cache.
STinG seems ot write a new version at each session but is then unable
to load it at the next. I have tried deleting the file to ensure that
a new one is written, but it still can't load.

It doesn't appear to affect operation, although I assume that it is
slowing down resolving.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2761. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7hd0fc$1ti$1@sun27.hrz.tu-darmstadt.de>
Source record: 78894

Hi!

Martin "Nightowl" Byttebier <tos4ever@ping.be> wrote:
> ftp> o 193.190.204.128
> Connected to 193.190.204.128.
> 421 Service not available, remote server has closed connection

Maybe the ftpd there is run over tcp wrappers that only allow access to
certain hosts?

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

2762. Re: Micro Science Laptops

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <3738C411.C1F2F32A@studio9.demon.co.uk>
Source record: 78928

Hi Trevor ... being a double agent (I have both PC and Atari, and have had for a few years, sshh don't tell anyone) some info that might be helpful. The PC market is so absurdly competitive these days (PII for 500 quid anyone?) that there is actually very little difference between manafacturers both of complete systems and of components. Probably the most important issue with a PC is RAM as stinky old Windows runs in it. If a machine has little RAM a RAM upgrade will actually increase performance more than a processor upgrade. So get plenty of RAM (32 megs min I'd say). Reliabilty isn't really an issue as PCs are just very reliable (hardware at least, Windows will regularly play all sorts of games with you but you don't get a choice about that bit) but a 12 month on-site warranty should be expected (if not demanded). If you're happy with the price go for it I'm sure your son will be pleased.

jim
4 meg STe, SM125 monitor and external HD
(and a stinky old Wintel box, which is quite good actually, oops I've blown my cover ;)

Trevor Spencer wrote:

> Does anyone know anything about this company? Their systems seem very
> competitive in price but are they reliable?
>
> No I'm not moving from my Atari, my son has to have a laptop when
> starting Uni. he needs one they say, and I don't know who else to ask.
>
> Trevor
>
> 6 MB ATARI STe with Veloce+2
> NVDI TOS 2.06 MagiC Thing

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

2763. Reading Adobe

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7haja3$9m7@nnrp1.farm.idt.net>
Source record: 78929

Hi,

I would like to thank all those that helped me locate a program
that would read the Adobe Acrobat files. I'm all squared away now,
Thanks again!!!!!

****
====== Frank Lawrence ======
====== Norman OK US ======
****

2764. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb63@oden.se>
Source record: 78930

Hi Jo Even

on Mon 10-05-1999 15:38 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: what is PCLK used for ?
>
>I think PCLK is used to clock the instruction- and datapipes, but as I
>said, I'm no authority on the internals of 68k CPUs...

Sounds ok to me anyway. In any case, since the things of interest that
we have discussed only relate to BCLK, I think we can forget PCLK, as
being somthing of interest only to the internal timing of the CPU, not
having any impact even on timing as seen by a user or programmer.

----- snip ----- re: graphics blitting needs
>
>Precisely, but if you watch the screen in front of you now you'll probably
>notice that almost everything is generated by the VDI, and not bitmaps
>blitted to the screen.

Oh, well, I'm afraid my screen is not a good example of that right now. :-)

Starting from the back, I have a 960x720 256 colour XIMG of a canal in
Venice which is of course all bitmap. Then I have some sixtyish icons
of very varying shapes which are also all bitmaps. Then we come to the
menu line and windows, Which do contain some surface fills, and line
drawing, mainly for the frame elements. But appx 80% of the window
surfaces are text, in various fonts, and that is of course bitmap data
again. So if we are just measuring amounts here, I'd say that a large
majority of my present screen is bitmap-derived.

>And bitmaps are often "re-used" by the card as
>well, e.g. scrolling or moving windows is very fast on my low-spec'ed Nova
>because the card blits most of it around the screen. No ST-RAM access or
>CPU required at all.

That is of course true. The heavy costs are when new data needs to be moved
onto the card from elsewhere.

>If you're talking about games or demos then the difference is marginal,
>simply because every pixel you see is generated and blitted by the CPU.
>However, if you write a 3D-game and load the textures to a good 3D-card
>you get framerates impossible with any CPU. It's just a matter of where
>you want the data processed.

Again, this is quite true, but here I must doubt that we have such cards,
with the necessary software support, available for Falcon at this date.

>My point is that with the Videl you simply
>can't do this, *everything* must be done by the CPU.

I never disputed that. What I did question was the extreme factor you
stated for graphics acceleration with cards and software drivers that
can be installed on a Falcon right now. 160 was a bit steep I think.

>Btw. how much bandwidth do you have left when the Videl is running in
>16-bit? In 640x480, 60Hz it will use almost 4Mb/s, which eats up quite a
>lot of the original 10Mb/s. I still have 5Mb/s (7Mb/s with a bit of
>hacking) regardless of resolution, I could use 1600x1200x24/120Hz if I had
>a more modern card... Now, imagine the same card on a CT2 with 10Mb/s.

Ok, here are some more nembench excerpts for various resolutions I use:

Test resolution : 640x480x65536_colours 61.0 Hz Interlaced
Linear 32bit read (ST-Ram) -> 7.972 MByte/sec (~150%)
Linear 32bit write (ST-Ram) -> 8.880 MByte/sec (~137%)
Linear 32bit copy (ST-Ram) -> 4.446 MByte/sec (~137%)

Test resolution : 640x480x65536_colours 63.5 Hz Noninterlaced
Linear 32bit read (ST-Ram) -> 5.152 MByte/sec (~96%)
Linear 32bit write (ST-Ram) -> 5.674 MByte/sec (~87%)
Linear 32bit copy (ST-Ram) -> 2.841 MByte/sec (~88%)

Test resolution : 768x576x65536_colours 88.5 Hz Interlaced
Linear 32bit read (ST-Ram) -> 5.116 MByte/sec (~96%)
Linear 32bit write (ST-Ram) -> 5.639 MByte/sec (~87%)
Linear 32bit copy (ST-Ram) -> 2.819 MByte/sec (~87%)

Test resolution : 960x720x256_colours 71.7 Hz Interlaced
Linear 32bit read (ST-Ram) -> 7.123 MByte/sec (~134%)
Linear 32bit write (ST-Ram) -> 7.895 MByte/sec (~122%)
Linear 32bit copy (ST-Ram) -> 3.947 MByte/sec (~122%)

The last one is my normal work resolution, And as you can seem that still
leaves the ST-RAM access noticeably faster than on the max speed resolution
ST High on a normal Falcon (the reference rez of nembench).

That is why I don't really need a graphics card, even though that naturally
is even faster.

----- snip ----- re: split memory for dedicated video usage
>
>But ST-RAM is just DRAM, so higher resolutions/refreshrates/colours means
>slower access for the rest of the system. With VRAM you don't have this
>problem, you always have full speed access to the video-mem regardless of
>how much bandwidth the graphics-card use.

I know. What I meant was that on a falcon without graphics-card, ST-RAM
corresponds to traditional video board RAM, slowed down by scanning,
while FastRAM (if present) corresponds to VRAM, unaffected by Videl.

This means that the most efficient use of the system will be achieved if
ST-RAM is only used for those dedicated things that really require it.
(eg: Screen RAM, DMA buffers, hardware blitter operations.)

---- snip ----- more on my disbelief in the '160 times faster' claim
>
>> That will never be 160 times faster than letting the CPU move it into
>> ST-RAM for display by Videl, which is how it is done by NVDI without
>
>Ofcourse not, but have a look at your monitor: How much of the visible
>area is generated by simple primitives? I assume more than 80% of my
>screen is covered by these,

Its the reverse here. At least 80% is bitmaps of various kinds.

>and the CPU doesn't have to push more than a few hundred bytes to move a
>window. In such a "real life" situation my graphics-card is somewhere
>between 10 and 20 times faster than the Videl.

That is different. I have no doubt that this is true. It should be.
I only disputed the higher claim you made earlier.

>> a graphics-card. In fact I do not believe it can be much faster at all,
> ^^
>You've admitted that you've never seen a graphics-card in action on a
>Falcon, and I can assure you that you're *very* wrong here ;-) In real
>life, I notice very little difference between my Falcon and my (now sold)
>450MHz CeleronA with a ultra-cheap S3-card... (except that I only have 1Mb
>in my Nova)

Actually my original statement was not wrong, though the 'out of context'
quote above definitely is wrong. My original statement concerned only
the specific operations involved in moving a bitmap into the graphics
card from other memory. Those particular jobs can not be done with the
same comparative speed as internal card operations, since they require
extensive accesses to external memory. This means it will mostly be the
CPU that does the job, although custom-made blitters of the card could
also do it, if they can be adapted to 680x0 bus sharing methods.

>> certainly nowhere near the factor 160.
>
>But again you assume that the CPU has to shift every pixel to the
>videomem. This is simply not the case, unless you play games or use a GUI
>that entirely bypasses the VDI!

Since my original statement concerned bitmap operations, it is certainly
true in the limited context that it was intended for, but I also think
this last part (not near 160) applies to overall performance. To be
honest I think you do too, since you lowered that claim to 10-20 above.
Those numbers seem quite reasonable to me, so we can stop 'bickering' ;-)

2765. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb64@oden.se>
Source record: 78931

Hi Tony

on Mon 10-05-1999 12:39 Tony Cianfaglione wrote:
>On Mon, 10 May 1999, Ronald Andersson wrote:
>
>> Congratulations, I hope it (STinG) keeps working for you now.
>
> I set it up on my second Falcon and it connected right away. :-)

I'm glad to hear it. So, are they a network yet, or standalone ?

>> CAB 2.7, on the other hand, has no problems of this kind.
>
> I haven't been able to locate CAB 2.7 nor STinG 1.20 on the Internet.
>Do you have any URLs?

CAB 2.7 is commercial, but I've heard that a pretty good demo is available,
limited so it can't save links to hotlist, but otherwise usable. It should
be available from ASH I guess, who had this URL when I visited them last:

"http://members.aol.com/ashinfo/index.html"

That will be German of course, and I don't know if/where an english one can
be found, but some of the other guys probably can tell you that.

STinG 1.20 was released on a subpage of my homepage, so you can find that
URL in my SIG below.
--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2766. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb65@oden.se>
Source record: 78932

Hi Jo Even,

on Mon 10-05-1999 15:45 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: AB slowness in CPU access to ST-RAM
>
>> True, but the Falcon did not have any margins to speak of even without a
>> slowdown in reading and writing from screen RAM. With such a slowdown I
>> can well understand that most AB users will regard a graphics-card as a
>> necessity, and FastRAM as an absolute *must*.
>
>Thanks to the faster CPU (hence much faster processing of VDI-primitives),
>the AB/Videl-combo is still faster than the Videl on a Nemesised Falcon.

That is possible (I've never used Nemesis though), and that should make a
graphics-card a high priority for them too.

>> Investing in a CT2B can be made more gradual, since it makes the system
>> faster in all respects even without any FastRAM, and there is no forcing
>> need to have any graphics board as ST-RAM access too is accelerated.
>
>No, but you don't have a choice either.

You must be kidding. Do you really think I'd let the absence of a little
through-port stop me, if I really wanted to install another board ?

>> I do know that they have experimented with 68040 stuff too, but scrapped
>> some of the ideas because the 68040 will not allow itself to be accelerated
>> as well as 68030 and 68060. At least that is what they said.
>
>Centek seems to dislike the 040 a lot, especially before the CT2 was
>released and the AB still was available they published a lot of crap on
>their website.

I'm not going to discuss the truth or falsehood of those statements, as I
have not followed the developments that must have preceded them. So I am
not sure exactly what some of their referents refer to.

My impression from some of the stuff was that some other French distributor
had attempted to market a 68040 accelerator advertising the PCLK speed.
That would indeed motivate most of the stuff posted at Centek.
But I have no sure information about that.

>I can't see any reason why the 030 should be better than
>the 040 speed-wise - run it at 50MHz on a CT2-based design and it will be
>atleast 20% faster when accessing FastRAM, 300% faster cache, 2000% faster

>FPU...

Except that there are some things it won't do at all...
I thought we had already covered this ground.

Yes, the Cache does make a 68040 faster, and the fast conversion logic of
the FPU helps make that faster too. I've never disputed that.
But the CPU has some limitations in compatibility to 68030, while the FPU
requires a software emulator for most of the FPU opcodes of a 68882.

You have to take the good with the bad. In the end each user must decide
for himself what to prioritize, and which solution he then prefers. This
is not the kind of issue where one choice is right and all others wrong.

>> This makes it likely that they will concentrate on 68060 stuff as the next
>> step up from 68030.
>
>For their Phenix - yes, but I can't see that they will make a 060
>Falcon-accelerator.

No, I agree. That would pull the rug out from under their expected Phenix
market. Their angle will instead be that people should upgrade from Falcon
to Phenix, either directly or when they 'outgrow' their 030/040 accelerators.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2767. Re: STinG over null-modem connection, please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb66@oden.se>
Source record: 78933
Cross-posted to: comp.sys.atari.st,comp.unix.bsd.freebsd.misc

Hi Gary,

on Mon 10-05-1999 16:12 Gary Stollman wrote:
>In article <3736b2282075820@tripnet.se>, kennethm@tripnet.se (Kenneth Medin) wrote:
>
>>You may want to try SLIP as this does not require any negotiation at
>>all.
>
>AFAIK it's not possibel to run a slip server bound to a serial port.
>You have to login to the server first and then start slip.

A friend of mine needed such a connection a long time ago, when STinG did
not have PPP/PAP yet. He had no real problems. All that was required was
to configure the server machine to allow a scripted login, rather than PAP.
That should be possible on any server that supports SLIP at all, since the
users of SLIP have no way to get past a PAP login.

For a scripted login you will need to use the dialer, and should not have
the serial port marked as active in the saved data of STNGPORT.CPX.

For simple connection of a single machine to a network there is not much
advantage of PPP. In fact the only real advantage is the 'automated' PAP
login and the negotiation of MRU/MTU and NAMESERVER info, AFAIK. Once the
connection is active PPP is actually less effective than SLIP with VJ,
as SLIP has a very low overhead, both in data size and processing time.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2768. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb67@oden.se>
Source record: 78934

Hi Jo Even,

on Mon 10-05-1999 16:23 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: DSP use slowed by ST-RAM (not!)
>
>That's correct, but the CPU<->DSP interface is restricted to less than
>1Mb/s anyway, so it's not relevant.

That's what I meant too. The DSP itself is run at a full 50 MHz with CT2B,
and only the DMA interface is affected by other speed considerations.

>> all clocked at 50 MHz by CT2B, giving at least a 56% speed improvement
>> in their performance. The improvement will be somewhat higher for the
>
>Btw. for those who wants to speed up their DSP and FPU permanently, have a
>look at http://atari.nvg.org (in the hardware-section).

Ok, I'll check it out too, though for me this is not really relevant as the
CT2B acceleration of these chips is permanent enough for me.

----- snip ----- re: 68040 criticism on various web pages
>
>Well it says something like "...having their caches turned off 90% of the
>time to be somewhat compatible". Pure c**p (again, sorry kellis, but it
>really is!). Never mind.

'Turned off' would be silly, except when trying to run an old game through
a compatibility emulator. At least the 'write-through' mode should be kept
active for normal usage. I'm doubtful about other modes though, as it is
the 'write-through' mode which corresponds to the 68030 mode that Falcon
and its system software was designed for.

>> some time ago. Actually I can't remember what she said about other CPU's
>> than 68030, since I was most interested in facts that concern CT2.
>
>Ditto. I just got a bit upset about the AB-reference :-)

I can understand that. I myself prefer if derogatory references to other
equipment is not included in normal text discussing matters of this kind.
Comparisons between competing equipment should only be made as a serious
attempt to find out. or clarify to others, the technical merits of each,
and their disadvantages too of course. But never in a derogatory form.

It is wrong (though natural ;-) to get caught up in emotional entanglements
with a piece of hardware, and so get emotionally upset about competing stuff.

----- snip ----- re: 68040 compatibility problems
>
>I guess I'm just lucky, because I don't have any problems with this. I'm
>using fairly new apps though.

That helps of course, as APPs that totally ignore the rules are no longer
being taken seriously in our market. And since you have already stated that
you don't play games on your computer, that eliminates another major source
of problems. Nevertheless, many other people do have problems of this kind.

----- snip ----- re: designing an add-on through-port for CT2B
>
>This is ofcourse an option, but it would definitely be easier, cheaper and
>safer to just have those connectors on the card itself...

I agree completely. That is what I too would prefer.
If that would raise the price of a CT2B by a few euros, so what ?
I wouldn't have dropped it from my shopping list just for that,
nor would anyone else have, I think.

----- snip ----- re: conflicting nembench files
>
>Something must be seriously wrong here, the write-performance is pathetic!
>Even with copyback-cache disabled my AB performs much better.

Well, I only passed the file excerpt to you. I had no hand in making the
tests, so I don't know anything about what special settings were active.

>> in the write to FastRAM. Somehow you seem to be having write caching
>> at a higher efficiency than read caching, which should not be possible.
>
>According to the CT2-test in AC#12 the CT2 also was faster at writing than
>reading.

Writing to RAM is faster than reading, because Centek have managed to shave
off a cycle as there is no need to wait for RAM data to stabilize on the bus.

Writing to cache is different. The cache checks themselves are identical,
but for changed data the write must also change RAM. That is why caching
faster for write than for read should be impossible with Falcon compatible
caching. But the loss for such writes should not be too large, if write
cycles are reasonably efficient.

>> I don't understand that. But then, I don't understand the ridiculously
>> bad write caching results of the file I had either...
>
>It must be a cache-problem, perhaps a poorly configured driver.

That is possible.

>> I agree with most of that. Except that I must add that it is clear that
>> CT2B is faster for all kinds of write operations, both to FastRAM and to
>> ST-RAM and to other hardware.
>
>To ST-RAM, yes, but the diffence in fastRAM is very marginal.

Sure, but it is there. So in that respect the AB is not faster.
That was all I wanted to say about it. Just clarifying the facts.

>Consider the fact that the CT2 runs at 50MHz while the AB only runs at
>32MHz you see that the 040 is a lot more efficient.

Well, it does have extremely fast caching modes, and other advantages,
but the lack of efficient bus sizing works against them too. As for
maximizing RAM access efficiency, that is another matter entirely.

CT2B could make faster RAM accesses, but that would raise the requirements
for RAM access speed to levels that normal EDO SIMMs simply can't reach.
The wait states are not present because the CT2B needs them. It doesn't,
but the RAM itself does. That is why accelerators at different speeds do
not show proportional differencies in their RAM access.

----- snip ----- re: caching modes versus DMA RAM integrity
>
>It's very easy: Don't cache the DMA-buffer :-) I use copyback-cache all
>the time, both with TOS, MiNT and MagiC and it's generally very stable.

What you say requires that each program which sets up any RAM block for use
with DMA must also reprogram the PMMU tables to set cache inhibit bits for
this block according to 68040, not 68030, PMMU methods.

I don't think that any program not written specially for 68040 will do this.
It has never been a GEMDOS rule that any special consideration need apply for
DMA blocks, except that they should reside in ST-RAM and should not use PMMU
remapping for other logical addresses. The caching was never an issue, except
that it might be wise to flush the read cache after a DMA read operation.
But I think many programs even skip that, especially those written for STs.

----- snip ----- re: every board should have a through-port
>
>You are right (you don't hear me say that often...).

Nice to know that you haven't lost the ability to do so ;-)

----- snip ----- re: Videl acceleration with CT2B
>
>I don't doubt that, but what I meant with "hardware acceleration" is that
>the Videl has no hardware that can process and render primitives, and this
>is one of the major advantages of a dedicated graphics-card.

It certainly is, but it is also a fact that the Falcon blitter could do
lots of things that no one has bothered to use it for. That could not
outdo a graphics board, of course, but it might still be a help to those
who don't have one.

>> It is not a matter of speed, but of physical addressing schemes that
>> do not comply with Atari standards (FastRAM), and of a PMMU scheme
>> that causes part of the logical address space to not comply as well.
>> ($00xxxxxx is not made fully equivalent to $FFxxxxxx)
>> Those are serious compatibility issues.
>

>This is basically how the AB is implemented as well, the PMMU is used to
>create a continuous fast-mem in the standard TT location.

I assumed as much, from various clues, but I'm glad you confirmed this.
IMHO, that is a very bad method, as it locks the PMMU to using a special
non-straight mapping, contrary to traditional Atari TT memory maps.

There are other (quite simple) methods that solve the problem better.

----- snip ----- re: mixing PMMU usage for different purposes
>
>> No they don't, because they can't. It is not possible to impose one
>> complex PMMU mapping system on top of another. It doesn't work that way.
>
>Well, MiNT does that and it works. It will not work if the previous tree
>was dynamic, but so far they're not.

For each specific PMMU mapping used the methods of adapting to it must be
different. There is no generic way of knowing which bits are safe to
modify and which are not, without intimate knowledge of the other mapping
software and how alterations will affect it.

MiNT may work with lots of things, but IMHO that is very much due to the
fact that most people run it as MINTNP.PRG, and not as MINT.PRG.

----- snip ----- re: memory protection and virtual memory
>
>Memory-protection and Outside can't live together for one simple reason:
>Both are dynamic.

Sure they are. But that is not the only problem.

>But there's no problem in inheriting a static tree and
>use that when building PMMU-trees for individual processes (like MiNT
>does).

There can still be problems, such as conflicting page sizes, and some
overlapping ranges, or subtrees used for multiple ranges etc.

>> That is why the basic machine must be independent of PMMU in mapping
>> physical devices and RAM to addresses that comply with Atari specs.
>
>That's preferable, but not always possible.

For finished designs that do not already allow it, it is indeed impossible.
But with CT2B I don't think we need to be in that corner yet. Its decoding
logic is in-situ-programmable, so it can be reprogrammed at any time. So
the design is not locked in 'finished' state as long as any support exists.

That will require sending it back to Centek, for them to do it, and so they
might want some small fee to cover their costs, but I'd pay that gladly to
get rid of this incompatibility.

----- snip ----- re: more on avoiding PMMU dependency in accelerator boot
>
>If everybody wrote clean programs instead of depending on the memory-model
>of one particular computer (the TT) there would be no need to use the PMMU
>for this. Nowhere does it say that alt-RAM begins at this and this adress,
>in fact you can add chunks of alt-RAM at will.

So it can, and I use that in a utility program I made for my CT2B, so as to enable FastRAM access without getting the really weird PMMU mapping. But it still won't work with 'Outside' of course, but fortunately I don't really need 'Outside' with the RAM amount I now have.

But my main objection was not the fact that FastRAM starts at another address, but the fact that its physical address does not coincide with logical address used when it is active. That constitutes a specific danger in itself, as it means that any program resident in FastRAM will cause random crashing if it attempts to clear or reprogram the PMMU mapping, such as a TOS relocated to FastRAM will do (just as one example).

Also, there is no _need_ to do it via PMMU in any case, as there are other ways of hiding the RAM for compatibility boot modes that need the TOS not to attempt using FastRAM. If such means are used, then the FastRAM, when 'visible' at all, can reside at base address $01000000 both in the physical and in the logical mapping, which eliminates all such problems.

Finally, you seemed to miss another major compatibility issue, which is that $00xxxxxx and $FFxxxxxx should be treated as one and the same block. Not just mapped similarly, but identically, sharing the same PMMU subtable (when PMMU mapping is used) even if mapped identically at hardware level (which preferably should be the case).

Otherwise they will not use the same ATC entries, which can lead to caching inconsistencies.

>(Btw. if there are any parts of your message I haven't commented it's
>simply because you're right and I'm wrong and I *hate* admitting it...)
>
Nice technique that ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2769. Re: New version of aFTP is waiting for

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3738ec2863cbb68@oden.se>
Source record: 78935

Hi lonny, (its been a while)

on Mon 10-05-1999 20:38 Lonny Pursell wrote:

>Have not noticed speed problems here, but 1.52b still does not connect
>right to my ISP. Neither did 1.51b. I have to hit reload everytime it
>first connects. Went back to 1.5b again.

Yes, there appears to be some problem with early data when reading first dir.
With Internet servers the problem seems inconsistent, but not on local ones,
where it happens very consistently (every time AFAIK).

This should not be a TCP problem though, because then it would strike all
transfers which it doesn't. So it appears to be some problem with how aFTP
parses the data at start of the first dir opened on a server, as I never
have any such problem on successive dirs.

The problem is clearly visible with a local server, where it causes the
first file/folder in the first directory opened to appear missing.
Alt-R has fixed that for me every time, so I don't think this is any
bug of the kind that makes it necessary to go back to older versions.

But users have to decide that for themselves of course.
For myself, I choose to stick with 1.52b for now, mainly because it
gives me the fastest FTP transfers I've had with any aFTP version.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2770. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3738D9EE.10053C93@ihug.co.nz>
Source record: 78936

Hi there,

Jo Even Skarstein wrote:
>
> Centek seems to dislike the 040 a lot, especially before the CT2 was
> released and the AB still was available they published a lot of crap on
> their website. I can't see any reason why the 030 should be better than
> the 040 speed-wise - run it at 50MHz on a CT2-based design and it will be
> atleast 20% faster when accessing FastRAM, 300% faster cache, 2000% faster
> FPU...

I don't think its a case of dislike...it to me is more likely to be a
case of availability of the 68040. I guess the 68030 and 68882 chips
they use could be removed from older Macs, whereas the 68040 Macs are
still a quite nippy machine. If 68040 based owners of Macs are not
selling their machines, we do not have many 68040 chips to use in the
accelerators...

> For their Phenix - yes, but I can't see that they will make a 060
> Falcon-accelerator.

We can but hope! :)

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2771. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990512023211.18305B-100000@halifax.chebucto.ns.ca>
Source record: 78937

Hi Ronald,

On Wed, 12 May 1999, Ronald Andersson wrote:

> > I set it up on my second Falcon and it connected right away. :-)
>
> I'm glad to hear it. So, are they a network yet, or standalone ?

They're both standalone although I would love to figure out the LAN setup. The manual tells me nothing unfortunately; only that it can be done. Is there software available to do it?

Thanks for the URLs for CAB 2.7 and STinG 1.20.

Tony

2772. STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990512030949.6633B-100000@halifax.chebucto.ns.ca>
Source record: 78938

WOW - those Swedish sites are different!!

Sorry, Ronald, but going to your site and the ASH site doesn't help me find STinG 1.20 or CAB 2.7...the pages are so scrambled, I can't make out where anything is. I'm using my Lynx account as the download is much faster and I don't have any client software like FTP or Telnet working for STing 1.15 yet.

Each page loads with all the text jumbled on top of each other; each succeeding page is added onto the preceding one without a screen refresh. Refreshing the screen manually just gives the current page but it's still so scrambled, I can't make out what's going on.

The page scrolls in different areas so as soon as the page loads, certain paragraphs start immediately scrolling up the scrren while other paragraphs and sentences stay where they're at, so all I am left is a mad scramble of letters, non of which is legible. Manually refreshing the screen doesn't help.

I've noticed this happens with a lot of European sites (mostly Swedish and German) so the Internet standards there must be quite different than North American standards as the pages are definitely incompatible.

Is there a North American mirror where I could find these programs?

Thanks, Tony

2773. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <37392a7a35e730@zetnet.co.uk>
Source record: 78939

on Wed 12-05-1999 03:20 Tony Cianfaglione wrote:

>Sorry, Ronald, but going to your site and the ASH site doesn't help me
>find STinG 1.20 or CAB 2.7...the pages are so scrambled, I can't make out
>where anything is. I'm using my Lynx account as the download is much
>faster and I don't have any client software like FTP or Telnet working for
>STing 1.15 yet.

I have CAB V2.7 Demo and STinG v1.20 on my website.Just click on the
Internet software link....

url in sig..

Gordy.
--
E-mail:tesla1@zetnet.co.uk ICQ 37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Otagger ss1.22: "Winning isn't everything, but losing isn't anything." - Charlie Brown

2774. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8s2$9mj$2@news7.svr.pol.co.uk>
Source record: 78940

On 11 May 1999 01:53:29 , Ronald Andersson wrote:
>on Mon 10-05-1999 06:52 Derryck Croker wrote:
>
>>On 8 May 1999 01:37:43 G, Ronald Andersson wrote:
>>>
>----- snip ----- re: broken processor pin during CT2B installation
>
>The purpose of that pin, as used by CT2B, is to strap it such that the CPU
>on the Falcon motherboard releases the bus permanently to the CPU on the
>CT2B. You may have a total bus conflict on your hands if that fails. It
>is possible that internal 'pulldown' stabilizes it in 'released' state,
>but I'd hate to rely on that without definite confirmation.

So far so good anyway - so fingers crossed (and a small blob of epoxy glue
"just in case").

>>Some game sounds exhibit severe distortion?
>
>That is true, and that may be because they require faster interrupt
>service than the DSP_IRQ patch program can supply. If so the hardware
>fix must be installed to fix it.

This is on my list.

>the fact that this clock now is 50 MHz. Some would then work better
>in compatibility mode, but the main DSP clock will still be 50 MHz.
>The only cure then is to skip DSP acceleration, and for such cases
>I'd rather skip the game.

I'm with you! ;-))

>>>problems, but I have a way of activating FastRAM in one of the other
>>>bootmodes, so I use this instead.
>>
>>How do you implement this and what were the symptoms that caused you to take
>>this step?

[...]

Thanks for your usual informative text. As always there's plenty of food for
thought!

>I cut away the shield areas that conflict with CT2B, but kept the shield
>cage around the PSU. I didn't like the idea of highvoltage pulses so
>close to the SIMM with no shielding between them.

No problem noted here, so you should be OK. TBH I'd got bored with "metal bashing" by this stage! ;-))

>>and moved the original Falcon fan to the
>>inside of the top cover, glued in place with hot-melt glue over the PSU

>Sounds OK, but it won't help in my case. I've tried all kinds of cooling,
>and it is _not_ PSU heat that is the main problem. No matter how cool I
>keep the PSU, I still get bombs if I don't direct a stream of cool air
>directly at the middle of the CT2B board (the two ispLSI chips).

It's odd that your CT2 is running much hotter than others?

>I really hate this, because it means I must blow dust straight onto the
>CT2B, and it is beginning to look a bit 'hairy'. But it's the only way

Yes. It's supposed to be best to suck the heat out IYSWIM, but sometimes the physical mounting of the fan precludes this (and it's not possible to run the fan in reverse).

>I've found that works here. I really must get me a tower soon, so I can
>arrange better cooling for the whole machine.

Is natural cooling enough if you leave the top cover off?

>I'd like to keep the original case to, but not as the cooling works now.
>I guess I could try mounting a heatsink on the ispLSI chips too, perhaps
>even with a fan of its own. That just might work.

Tricky one as you'd have to stick it on - hard to remove without signs should there be a hardware update requiring a swop-out...

>>Tell me Ronald, do you use CENTScreen together with MagiC and Thing or
>>jinnee?
>
>I've tried it but have gone back to Videl Inside now, because I get better
>control over resolution details with it. I can't duplicate the same rez
>under CentScreen, and then I'm not interested in using it. But I do test
>each new version hoping they'll improve it. (And they have, but not enough)

Agreed - there is too little control but OTOH it's much easier for the beginner, and the virtual screens look good.

>>I can't see how one is to access extended res's, the best I've been
>>able to do is to use Videomod to choose the one I want, but I then have to
>>go to "Change res" in the desktop's menu and pick any res from there before
>>the change will take place.
>
>That's the official way too, so you've got it right.
>It's also done in a similar way for VI.

Hmmm.

That's a great pity, looks like I'll be staying with Videlity, which interfaces extremely well. Thanks for clearing my question up.

```
/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2775. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8s5$9mj$4@news7.svr.pol.co.uk>
Source record: 78941

On 10 May 1999 21:19:07 , "kevin dermott" wrote:
>
>>What do you think of MagiCPC? Anything it won't run that MagiC on a

>I'm really pleased with it though if you have followed this thread you
>will know I have not been able to get on line with it,

Yep, I did read your message.

>PC will do internet better but I would have loved to see Cab on line
>"rockin like a bitch"apart from Falcon specific programs like Apex and
>Softgee's Midplay ,it has run all but Positive Image

Positive Image doesn't like MagiC 6 on the Falcon either (corrupted colours
in selection boxes), but setting to single-tasking seems to sort it.

Thanks for the feedback - I'd better keep a close eye on the credit card!
;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2776. Re: Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8sd$9mj$9@news7.svr.pol.co.uk>
Source record: 78942

On 11 May 1999 04:41:15 , broncos@primenet.com wrote:
>Hello,
>
>Fellow atarians!
>I am wondering IF anyone out there can tip me off to why printer drivers are
>so freaking hard to come by in the World of Calamus 98. I cant
>seem to get my HP 660 cse to print 600 dpi 4 color sep

The HP660 printer won't print in colour at 600*600dpi, I doubt that the cse
model is any better spec'd - or have I got the wrong end of the stick?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2777. Re: New version of aFTP is waiting for

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8ru$9mj$1@news7.svr.pol.co.uk>
Source record: 78943

On 11 May 1999 07:04:18 , Louis wrote:

>So I fetched aFTP 1.52beta, tried to upload the 120k JPG (middle of the
>night, to my own homepage, the first rates it displayed were
>1800something, then dropped to around 250 cps after a few secs again.

Although it's way too early to say for sure, my test today came out with
almost exactly the same result - a respectable start which quickly dwindled
away to around 250cps.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2778. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-12 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hb8s4$9mj$3@news7.svr.pol.co.uk>
Source record: 78944

On 10 May 1999 15:02:10 , Vassilis Papathanassiou wrote:
>on Mon 10-05-1999 06:52 Derryck Croker wrote:
>
>
>>I have to say that I prefer to have programs in English with manuals in text
>>or hypertext form, rather than hold out for paper format ones - and end up
>>with nothing. They represent a large inverstment in time...
>>
>Sure, I agree. I have them always 'somewhere', waiting to send them back
>for the next upgrade.

If you can find them... :-))

>>What do you think of MagiCPC? Anything it won't run that MagiC on a Falcon
>>will?
>>
>Forgive my bad English, do you mean what software will run on a Falcon that
>will _not_ run on MagiC PC ?

Yes, that's right - I should have remembered that it wouldn't be capable of
emulating any of the Falcon's subsystems. What if the program had been
compliled with the 68030 flag set? (I'm thinking of the 030 version of
Semper (the FTN mailer) and the 030 version of Ghostscript, neither of which
use DSP etc AFAIK).

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2779. Re: How to connect Iomega Zip to FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <373b2a26897f6c1@ping.be>
Source record: 78745

on Thu 13-05-1999 16:02 danceon wrote:

>Can anyone help me how my Falcon030 can recognize and install the Iomega
>zip SCSI drive ?
>It is connected after an external Micropolis 1GB harddisk.
>How can someone install a new device like this ?
>Thanks for any help

Normally it's dead easy. Just hook the Zip on your Harddisk (make sure the HD isn't terminated) and terminate the Zip. Make sure the Zip and your HD hasn't the same SCSI ID.
I don't know how the recent Zips looks like but mine has two little buttoms just between the two SCSI ports. One for the termination and one to set the SCSI ID (5 or 6)
My experience is that these buttoms are very vulnerable so I use these buttoms as little as possible.
If possible you'd better connect your Zip to your Falcon and your HD to the HD. Ofcourse this will require some extra SCSI-cables but IMHO it's the best solution.

Once connected and properly set run your Harddisk util for instance HDdriver and make the proper settings like switch on the SCSI-ID for the Zip in "device configuration".
Reboot your system and if nothing went wrong you'll see that the system recognise the Zip at boot time.
Next thing you must do (in the most cases) is to install a HD icon on your desktop.
With Thing, go to the "extra menu" and activate "mount devices" and you'll get a new drive icon. Not forget to save the desktop ofcourse
With the TOS desktop it's I believe "Install devices".

HTH
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2780. Re: MINT98 CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <373b2a26897f6c2@ping.be>
Source record: 78746

on Thu 13-05-1999 13:44 Fred Horvat wrote:

>
>>
>>BTW: Which CD-ROM do you mean? There is a little bit confusion about the
>>"The complete Atari MiNT 1998 CD" and MiNT'98 CD.
>>The first one holds just a collection of MiNT stuff such as KGMD which is a
>>(outdated) installation package. The KGMD package is however a good start.
>>Once you're familiar with MiNT you can easily updated your system.
>>
> I was talking about the Whiteline MINT98 CD-ROM.

Oke this is the first one then. As said it holds the complete MiNT stuff
including the install package KGMD, unfortunately not the English
installation docs KEMD. You can find the English docs however on the
homepage of Katherine Ellis. http://users.southeast.net/~kellis/
You can find more URL's which hold MiNT stuff on my UTSI pages. Just
follow the MiNT link. For the URL of the UTSI see my signature.

It also holds a MiNT cursus (HTML pages) but again only in German. Finally
the CD holds a copy of Cab 1.5 and 2.0 demo.

Some stuff is outdated but usuable. More recent stuff are on:
ftp.funet.fi/pub/atari/piwo-mint
ftp.uni-giessen.de/pub/atari/mint

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2781. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca2@oden.se>
Source record: 78747

on Thu 13-05-1999 06:56 Derryck Croker wrote:
>On 11 May 1999 18:30:43 , Jo Even Skarstein wrote:
>
>>This is how it's done on the AB as well, and a friend of mine also managed
>>to break this pin... He did fix it though, if you want to know how he did
>>it, just send me a mail and I'll forward it to him.
>
>I wouldn't mind betting that he milled down from the top of the chip to
>access the pin just inside the package, but it would be real "micro
>surgery".
>
>I used that technique to fix a broken pin on my STFM's serial port chip.

The MFP you mean ?
That's a lot more than a serial port, though it does contain "Modem 1".

I did a similar repair job once by carefully cutting into the top edge
of an IC, so as to expose the metal just inside the break. That was on
the SCSI DMA chip of my TT (big PLCC IC package).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2782. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca3@oden.se>
Source record: 78748

on Thu 13-05-1999 06:57 Pat & Anna wrote:

>I thought I would verify the above using my ISP's Lynx using STalker set
>to VT100 emulation and it is just as Ronald says. The page was available
>and easy to navigate. You probably need to check your terminal program
>settings.

Thanks Pat, for testing this. I had no way of testing it myself, and I
was beginning to wonder if there was something I had missed in adapting
my page for non-graphic browsers.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2783. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca4@oden.se>
Source record: 78749

Hi Jo Even,

on Thu 13-05-1999 14:17 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: 68040 caching modes VS data integrity
>
>My experience is that copyback-mode is very safe, even in TOS 4.04. Caches
>can ofcourse cause problems for some programs, but that's the case with
>the 030 as well (e.g. try running an older ST-game on the Falcon without
>turning off the caches) and is usually independent of cache-mode.

That is no longer a problem for serious software though, since word started
going around from Atari even before the Falcon release, that selfmodifying
code simply was not to be tolerated. Ok, so some people didn't listen to
it, but serious programmers did, and by now it's an established standard.

>As you point out, the only problem is caching memory that can be altered
>by DMA-devices, but this is solved very nicely with the AB toolkit. With
>copyback enabled my Falcon is about 20-25% faster when doing CPU-intensive
>work (like rendering huge HTML-documents or compressing large archives) so
>it's well worth it.

Actually it could have been done with perfect safety by extra equations
in the decoding chips, controlling the snoop lines when detecting access
to ST-RAM areas by external bus masters. That would make those accesses
update the cache properly without any slowdown effects at all for the CPU.

>> Alternate RAM does not, but TT-RAM does have to be based at $01000000.
>> The variables that keep track of it do not include any base address.
>> So if we want FastRAM to be TT-RAM compatible, then it must be at base
>> address $01000000 at the time that TOS boots.
>
>Why is it so important to the TT-RAM compatible? I can't see any good
>reasons for that, unless you use some software that bypass Malloc() and
>goes directly to the hardware.

As 'Alternate' RAM has become more common nowdays it is not so much of an
issue I suppose, but the TOS can't boot Alt-RAM without external commands.
This means it has to be done by some \AUTO\ program or similar means.

>> Alternate RAM can reside in several blocks, but this unavoidably lowers
>> the efficiency of its handling, just like any other fragmentation.
>
>Correct. That's why it's sensible (IMO) to join these. This should not be
>an issue on the CT2, since it only has one memory-bank, but on machines

>with several banks this is harder.

Some, yes, but not too bad, though it depends on the design of course.

>> You seem to have missed one of my main points:
>
>Quite likely. I had the impression that you generally didn't like the idea
>to use the PMMU for these purposes.

Correct, I'd like it to be completely free, but some ways of using it are
less important, as they still maintain straight mapping.

>My point was that since the PMMU already is in use, you might as well use
>it to set up a single block of TT-RAM.

Except that it makes any remapping by other programs very tricky.

>But I do agree with you, relocating fastRAM the way you described
>it isn't necessary.

Right, but unfortunately the accelerator designers didn't go for this
method. (yet :-)

>> All of those effects are impossible if physical and logical mapping
>> of FastRAM is identical, as it has been in all Atari designs. This
>> requires that hardware maps the fastram into a contiguous block, with
> ^^^
>Would be nice, but how easy is it to do this with the countless
>RAM-configurations you can get with multiple SIMM-slots and SIMM-sizes
>between 1 and 128Mb?

Modern decoding logic is programmable, like a 'super-GAL' with lots of
internal 'macrocells', each of which represents a boolean equation of
a very large number of possible inputs.

It is quite easy to set up some of these as data latches, and use some
as a hardware 'adder' for the top bits of the address bus. By placing
a suitable offset code in the latches, the base of the second RAM block
can be adjusted to coincide with the end of the first block. This can
be done by a boot ROM, such as the Flash ROM of the CT2B, though I have
no idea what equivalent of this may be present on other accelerators.

The only problem is to find room in the decoding logic chips for all the
equations you need, for differing purposes, but if the needs are well
considered in the design phase that problem can be minimized.

>> base at $01000000 for TT-RAM compatibility, or at some higher address
>> for simple Alt-RAM compatibility.
>
>Again, I can't see why TT-RAM compatibility is necessary at all.

It is the only way to make a booting TOS start using TT-RAM from scratch.
I believe that this also applies to having MagiC boot into TT-RAM.
Judging from the MAGXBOOT code it does not recognize Alt-RAM for this.

In a way that is correct, if we regard it as a point of TOS compatibility.

----- snip ----- re: MiNT adaptions for accelerator PMMU maps
>>
>> But it only does so by having to include code written especially for
>> that purpose. Of course that can be done, but it is a wasteful way
>
>No, it does not contain code specifically for the AB- or
>Milan-configurations.

The code was written specifically to gain compatibility to accelerators.
How much more specific can you get ?

Since both AB and Milan were out there, they naturally aimed for some
solution that would fix it for both. But there is no guarantee at all
that this also fixes it for any newer accelerator not yet released.

I still think that this had been better fixed in the accelerator designs.
Then it would have been fixed for _all_ software, and not just for MiNT.

----- snip ----- re: using ACC to configure PMMU map (Sane ?)
>>
>> That does sound like an unusually inappropriate method to configure
>> system hardware. Still, if the Hades designers had followed some
>> approach like I've described instead, going for compatibility at
>> hardware level, then it too should have had no problems with MiNT.
>
>IMO it makes sense to develop the OS to work on new hardware. After all,
>this is the whole point of having an OS in the first place...

To 'work on' is one thing, 'compensate for shortcomings of' is another.
IMHO it is the latter that applies to some of the design choices made.

>> But this only makes the FastRAM accessible as Alt-RAM, not as TT-RAM,
>> so there are still some TT-RAM programs that don't work.
>
>Which ones?

Like I said above, Atari TOS itself (all modern versions), as well as the
MagiC boot routines, favor TT-RAM over Alt-RAM. Via them this also has
an effect on most other stuff (eg: MiNT).

As for other programs, I am unsure about OUTSIDE, as I still have not
managed to boot it with FastRAM on my Falcon. There is also some other
stuff, including game adaptors, memory test programs, and probably a
lot that I myself haven't seen, as I never tried to seek them out.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2784. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca5@oden.se>
Source record: 78750

Hi Dave,

on Thu 13-05-1999 14:47 Dave Murphy wrote:
>On 13 May 1999 06:34:46 , Ronald Andersson wrote:

----- snip ----- re: David Leaver's DNS cache problems

>>1: In DEFAULT.CFG you need to have "DNS_CACHE = 100"
>> though "100" can be changed to some other limit.
>> (it limits the number of cached addresses)
>
>My DNS_CACHE entry was set to 64, I changed it to 128 & no more problems.
>
>Not sure if this helps any - is the resolver expecting a bigger cache?

I haven't made any such change, and 64 is a mighty big number for such
things. That should not normally be exceeded in a single session. But
I do use 100 myself (for no special reason) since a long time back.

I'll have to look over the code again to find the reason for such a
dependency, but in the meantime I suppose it would be a good idea
for David too to try your method. It should not harm anything, and
it might help, since you say it did so for you.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2785. CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b2bf81dd0ca6@oden.se>
Source record: 78751

Hi everyone,

Centek have just mailed out a response to the Titan/Core statement that CT2B might be incapable of using a through-port for the expansion bus.

The response was fairly long, and rather 'angry' in its tone, but it did contain some new and vital information for CT2B owners. It describes an add-on through port, very similar to the design which I suggested in a recent discussion here. In fact Centek have already built it, and have used it in successful tests with some graphics cards.
(So much for Titan/Core veracity.)

I suppose it is now just a matter of time until they make them available to CT2B owners. So through-port lack will not limit expandability.

Another mail from Centek also mentions that they are now planning for the next CT2 production series. This will be identical to the CT2B, but will be renamed simply to "CT2" without any letter at the end. The reason for the new production is that the old series is already sold out !
(Non-french retailers might still have some in stock though, I don't know.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2786. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hf8vsorm1@snipp.uninett.no>
Source record: 78752

Ronald Andersson <dlanor@oden.se> wrote:

>>turning off the caches) and is usually independent of cache-mode.

> That is no longer a problem for serious software though, since word started
> going around from Atari even before the Falcon release, that selfmodifying
> code simply was not to be tolerated. Ok, so some people didn't listen to
> it, but serious programmers did, and by now it's an established standard.

Correct. I remember some demo-coders that would *never* "downgrade" to a
CPU that you couldn't even run self-modifying code on...

>>Why is it so important to the TT-RAM compatible? I can't see any good
>>reasons for that, unless you use some software that bypass Malloc() and
>>goes directly to the hardware.

> As 'Alternate' RAM has become more common nowdays it is not so much of an
> issue I suppose, but the TOS can't boot Alt-RAM without external commands.
> This means it has to be done by some \AUTO\ program or similar means.

But the only TOS that automatically detects TT-RAM is TOS 3.0x, so it
really doesn't matter on Falcon-accelerators.

>>Again, I can't see why TT-RAM compatibility is necessary at all.

> It is the only way to make a booting TOS start using TT-RAM from scratch.
> I believe that this also applies to having MagiC boot into TT-RAM.
> Judging from the MAGXBOOT code it does not recognize Alt-RAM for this.
> In a way that is correct, if we regard it as a point of TOS compatibility.

This is braindead behaviour for a modern program...

> I still think that this had been better fixed in the accelerator designs.
> Then it would have been fixed for _all_ software, and not just for MiNT.

But this means that you would have to introduce the split memory-model in
both the Hades and Milan, I don't think the designers did it they way they
did because they're stupid?!?

>>IMO it makes sense to develop the OS to work on new hardware. After all,
>>this is the whole point of having an OS in the first place...

> To 'work on' is one thing, 'compensate for shortcomings of' is another.
> IMHO it is the latter that applies to some of the design choices made.

If the same logic applies to hardware, then the Falcon should have been
redesigned instead of just adding accelerators to it...

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

2787. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373b2c6626c0741@tripnet.se>
Source record: 78753

On Thu 13-05-99 16:56 (GMT) Wayne Chayer wrote:

>I was able to get the printer functioning with the generic driver and just
>the standard font. This was with all (8) dip switches in "off". I couldn't
>get it to work with the Epson
>or several other drivers I tried. I presume the dip switches need to be set
>properly. Do you know if any information is available on dip switch settings
>for this printer?

Hm, SMM804 and dipswitches? I have both the printer and manual and have
never found any, neither in the manual or the printer itself! Maybe
there were different SMM804 models produced?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2788. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Adam Foster <afoster@zetnet.co.uk>
Message-ID: <373B3205.422158A1@zetnet.co.uk>
Source record: 78754

Hello...

Vidais Lovette wrote:

> Hey Ron thanks for the info! I'm going to take my Atari apart tomorrow and
> look at the PSU connectors and I really do appreciate your advice! Thanks
> again!

Also check the connections in the monitor port and cable if you're using
a mono monitor - if the mono detect line is momentarily disconnected
from ground, the computer will reboot.

Just an idea...

Adam Foster (ex-Atarian)

--
Adam Foster - afoster@zetnet.co.uk
+--+
'My software never has bugs - it just develops random features.'

2789. FS: TT030 4/16 System w/ lots of Software.

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: l.budnick@worldnet.att.net
Message-ID: <373b2fe4.1541686@netnews.worldnet.att.net>
Source record: 78755

I have the following hardware and software for sale.

Asking price is: $500.00 (Selling as a package.)

Shipping charges associated with the purchase will be the
responsibility of the buyer.

If interested, send offers to: l.budnick@worldnet.att.net

Hardware:

TT030 with 4 Mb ST and 16 Mb TT Memory
Includes:
Atari Mouse
CyRel hi-rez graphics card - installed
Quantum 700 Kb Internal Hard Drive
TOS 3.06

Migraph Scanner (Wand & Hand Scanner included)

Other Hard Drive Mechanisms (External Drive Case Available)
1 Quantum 105 Mb mechanism
1 Maxtor 380 Mb mechanism

There is no monitor included with the above system.

Software: (Most w/manuals and original boxes.)

CodeHead Software:
Utilities
MultiDesk
G+Plus
HotWire
MaxiFile III
Lookit & Popit
Codekeys

Productivity Applications:
STyle Image Manipulator - Zocra Tech.
Migragh software to include;
- OCR
- TouchUp
- Draw Art
- Scan Art
Flash II - Missionware
Straight Fax 2.0
Superbase Professional
Calamus N

Calamus SL
LDW Power
WordFlair II
Phasar
That's Write
CompoScript PostScript Interpreter
Recipe Box
True Paint
Degas Elite
Invision
Pen Pal

Utilities:
Wintertree Thesaurus
Wintertree Spelling Sentry
Wintertree GrandSlam Grammer/Style Checker
CardFile 4 - Gribnif
Image Cat - Wizworks
Diamond Back III - ORA
Diamond Edge - ORA
DataLite - ORA
Imagecopy 4
Edit Plus
Cherry Fonts
GemView
IdeaList
GEMvelope
Cal 6.1.1
What is 5.5
MasterBrowse
NFL Analyst
DeskTop Solitaire

Operating Environment Software:
Geneva
NeoDesk 4
HardDisk Driver 7.x
ExtenDOS Pro
Magic 4.x
Ease
Kobold
NVDI 2.5
MultiTOS
SpeedoGDOS 5.x
Cab 2.5
TT Artist
DAWN

Programming:
Lattice C 5.x

CD's:
Debian 2.0 m68k
Linux/68k
Atari Compendium
Whiteline CD
Suzy B's Software Double CD Set
Crawly Crypt Collection 2

Oldies:
Award Maker
pcditto
Crystal
Shawdow
Menu+
Cleanup ST

2790. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drpsou.wtk56sys9ixoN@max02-018.enterprise.net>
Source record: 78756

Johan Klockars <rand@cd.chalmers.se> wrote:

> >> What would be worth to try is to make a non textured version, and to
> >> use the DSP to calculate polygons for the walls & characters. Doug ? ;-)
> >I'd much rather have the real thing (which I have, ie, how this thread
> >started). And then be forced into upgrading the Falcon! ;-)
> >
> >I need an 040Falcon!!
>
> No. What you need is the upcoming Tempest from Core Design...

So what's so special about this then? (before you flame, I've only just
re-joined the Atari world:))

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2791. Falcon's cache

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drpsqw.1phjwzo1ye4ef4N@max02-018.enterprise.net>
Source record: 78757

When my Falcon boots up in TOS mode the cpu cache is always disabled for some unknown reason. But when I boot up in MagiC mode it's enabled!

All I do to check this is via the System Info cpx.. I will check the box and save the config, but upon rebooting under TOS it's disabled again!

Any ideas?

Also, I've got a zip drive connected to the Falcon which I mostly use to transfer files to and from the iMac. Anyway, I can use the Zip drive under MagiC, but not under TOS. Double clicking the icon in TOS does nothing! (install devices from the menu will remove my Zip icon..)

Any ideas?

Thanks :-}

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2792. Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drpw5y.1rg5bs41tfdbswN@max02-018.enterprise.net>
Source record: 78758

What's the latest *UK* version, and can it read MacOS CDs? (HFS / HFS Extended)

Thanks

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2793. Re: Pb CT2B memory $0 to $7FF in user state

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b480633b9b70@oden.se>
Source record: 78759

on Thu 13-05-1999 17:53 Didier MEQUIGNON wrote:

>Hi all CT2 users,
>
>There are a big problem for programmers on CT2 (it's not a problem
>for users), this problem exist on Hades/MagicMac/MagicPC:
>
>When 680xx is in user state on an ST(E)/FALCON/TT, a reading (or writing)
>in memory $0 to $7FF cause a bus error (err -69 with MagiC). For acces
>to this zone you must use a Supexec (XBIOS) or Super (GEMDOS).
>
>With a FALCON + CT2, you can read always this zone, and writing has
>no effect in user state.
>This problem can causes bugs...

I am aware of this effect too. It is due to the fact that CT2B hardware
does not generate bus error for this case. Instead Centek rely on fixing
such things via PMMU, but this is not done in TOS 4.x mode or compatibility
mode, since those use the same PMMU map as a standard falcon.

Another similar problem is that no bus error signal is generated by CT2B
hardware when a write access is made to the TOS ROM area.

>A patch in auto folder exist (use PMMU).
>Do you know an URL or an e-mail, thanks ?

I have not bothered to make a patch for the 'super' stuff, as that does
require using a PMMU map of different format than the one normal for the
TOS 4.x mode. (It needs 64-bit page descriptors rather than 32-bit.)

I do know how to do it though, and may do so later. Why do you need it ?
Or rather, what programs do you know that cause problems without it ?

As mentioned in an earlier post, I do have a patch for the 'write protect'
bit for TOS ROM access, if anyone needs it. AFAIK it is only needed for
compatibility to the GEMRAM program by Martin Osieka. I myself always use
this when running singleTOS (which I seldom do, however).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2794. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b480633b9b71@oden.se>
Source record: 78760

Hi Tony,

on Thu 13-05-1999 14:57 Tony Cianfaglione wrote:
>
>Yes, it is strict vt100. Most European sites go this way - North American
>sites don't seem to have that problem so this is why I thought there was
>some compatibility problems with PAL and NTSC coding.

Ah, well. I don't know quite how to say this Tony, but that's impossible.

(Lecture mode on :-)

PAL and NTSC are european and american standards for how to modulate the
colour television signals onto a high frequency carrier wave. The terms
are sometimes also used (incorrectly) to describe video signals that have
the same timing as for those television standards, and even for monitors
that use such signals. That is the full extent of those terms' meaning.

They have nothing at all to do with Internet protocols, or HTML web pages.

HTML is simply a special text format, that allows multi-page text to be
structured in various ways, including crossreferences to other texts.
(Those are the 'links' of course.) This format is fully international.
There are no national dependencies in it whatsoever, except that some
foreign nations will use different character sets. This is not the case
on my pages, however, as I stick to the english language for everything.

(Lecture mode off :-)

>I'm using Lynx 2.7.
>I can see the frames as links and the other links as well - but when I
>click on them, they go to an identical page so it's like an endless
>spiral.

Well, another guy has just reported that he can access my pages without
any problems, using Lynx just like you, so there is some problem at your
end. I only see four possibilities:

1: Your terminal program is still not set properly to VT100/ANSI
2: Your terminal program is garbage. (it happens I'm afraid)
3: Your ISP's Lynx is not configured properly for VT100/ANSI mode
4: Your ISP's Lynx is garbage. (shouldn't be, but can happen)

But you did say that you got the files from another page, so I suggest
that you drop Lynx like a hot potato and start using CAB instead. :-)
With that you won't need Lynx any more.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2795. Re: FS: TT030 4/16 System w/ lots of Softwa

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7hfe4q$3q6$1@news1.xs4all.nl>
Source record: 78761

On 13 May 1999 20:12:33 , Lorne Budnick wrote:
Hi Lorne !
I just want to know if you want to sell this Cyrel graphic Card.
If so, can you tell me the specs ?
Please, a personal email would be appreciated !
Jos Vlietstra (<jovlie@xs4all.nl>)

2796. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b690815db8b0@oden.se>
Source record: 78762

Hi Jo Even,

on Thu 13-05-1999 19:25 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: caching forbids selfmodifying code
>
>Correct. I remember some demo-coders that would *never* "downgrade" to a
>CPU that you couldn't even run self-modifying code on...

Silly attitude on their part. But in fact it is perfectly safe to use
selfmodifying code even on a 68030 or 68040, as long as it is done in
a specific manner. (Which they did not bother with.)

The only reason for problems is that modification by data access does not
update the instruction cache. This means that parts of a program that
have not yet been inside that cache may be modified in perfect safety, as
long as the caching mode is 'write-through', so that all changes are moved
to RAM. When later that code is to be executed it will be read into the
instruction cache in the already self-modified form. No problems !

In fact some serious programs do use this form of selfmodification so as
to optimize the addressing of some resources that are not determinable at
assembly time (eg: base address of VDI variables AKA line_a variables).
This allows programs to use short and efficient addressing modes to access
many things that are not knowable at assembly time, by using this kind of
selfmodification at startup. The code and tables used for this do not
even have to stay resident, even when the program does, so it is a way to
optimize both speed and space, at cost of slightly slower booting.

One program which does use this technique is NVDI, and that method is one
of the 'secrets' behind the speed it achieves compared to competitors.

It is only if further modifications are needed after the code has been
read into instruction cache that special considerations apply. Even then
there are safe methods of doing it, but these are more complex, and will
defeat the purpose of selfmodification, which is usually done to optimize
speed. Mostly the caching gives better speed improvement anyway, so in
those cases there is no motivation for using selfmodified code.

----- snip ----- re: TT-RAM compatibility as seen by TOS at boot
>
>But the only TOS that automatically detects TT-RAM is TOS 3.0x, so it
>really doesn't matter on Falcon-accelerators.

No, that is wrong. Falcon TOS also detects TT-RAM, but if an unpatched
Falcon TOS does find TT-RAM it will bomb, because the TOS will attempt

to use blitter in that RAM area as well, not realizing that the hardware registers only use 24-bit address pointers.

That is one reason why the CT2 TOS 7.x boot mode with FastRAM is so complex, and the main motivation why the address of FastRAM was not made equal to the standard TT-RAM address to begin with. But there are better solutions.

>> It is the only way to make a booting TOS start using TT-RAM from scratch.
>> I believe that this also applies to having MagiC boot into TT-RAM.
>> Judging from the MAGXBOOT code it does not recognize Alt-RAM for this.
>> In a way that is correct, if we regard it as a point of TOS compatibility.
>
>This is braindead behaviour for a modern program...

Agreed. At least there should be an alternative MAGXBOOT variant that is capable of using Alt-RAM efficiently.

>> I still think that this had been better fixed in the accelerator designs.
>> Then it would have been fixed for _all_ software, and not just for MiNT.
>
>But this means that you would have to introduce the split memory-model in
>both the Hades and Milan, I don't think the designers did it they way they
>did because they're stupid?!?

I do not see what you mean by that statement. Stupidity has nothing to do with the matter. If they want to make a computer with a continuous RAM area, not split in any way (as by having IO ports at $00Fxxxxx) that is up to them, but it will not be Atari compatible. All Atari compatibles that want more than 14 MB RAM _must_ use a split RAM model. That is because Atari have defined the ranges $00xxxxxx and $FFxxxxxx as identical, and this has made its way into lots of programming libs and documentation.

Trying to 'undefine' that standard now can only lead to incompatibilities, and to be honest, the software base for Ataris is not so large that we can afford this.

>>>IMO it makes sense to develop the OS to work on new hardware. After all,
>>>this is the whole point of having an OS in the first place...
>
>> To 'work on' is one thing, 'compensate for shortcomings of' is another.
>> IMHO it is the latter that applies to some of the design choices made.
>
>If the same logic applies to hardware, then the Falcon should have been
>redesigned instead of just adding accelerators to it...

Sure, just as various models of ST's were redesigned in succession, except that Atari dropped computer support in favor of video gaming, as a result of which the company (as we knew it) no longer exists. But if they had continued with the Falcon, yes, they would have redesigned it. And most likely along the lines of the TT, with full upwards compatibility to that machine. It would have been the only logical thing for them to do.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2797. Re: Falcon's cache

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373b690815db8b1@oden.se>
Source record: 78763

on Thu 13-05-1999 21:43 Steve wrote:

>When my Falcon boots up in TOS mode the cpu cache is always disabled for
>some unknown reason. But when I boot up in MagiC mode it's enabled!

Im raw boot state, the cache is off for compatibility reasons.
Very few floppy based programs using a floppy boot sector to start are
capable of running with cache active. Most of them would simply bomb.

So it takes some program, preferably used early in the boot sequence,
to activate your cache when you do want it active, as it normally should
be for efficient use of the system.

>All I do to check this is via the System Info cpx.. I will check the box
>and save the config, but upon rebooting under TOS it's disabled again!
>
>Any ideas?

If you use a boot selector such as XBOOT or STOOP, then they are able to
activate the cache for you.

It is also possible for other programs to interfere with the cache setting
of course, so you may have to purge those out to make sure that you, and
not they, have control over the cache. (eg: weird CPXs or ACCs)

>Also, I've got a zip drive connected to the Falcon which I mostly use to
>transfer files to and from the iMac. Anyway, I can use the Zip drive
>under MagiC, but not under TOS. Double clicking the icon in TOS does
>nothing! (install devices from the menu will remove my Zip icon..)
>
>Any ideas?

I know next to nothing about Macs, but my guess is that the file system
used on the ZIP partition is not compatible to TOS and/or your harddisk
driver. But since you say it does work under MagiC, I guess it is not
a problem with the driver but with TOS itself. It may be possible to
fix it by installing additional driver software, but others can advice
you better on what you need for this.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2798. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7hfm2u$j52$1@black.interact.net.au>
Source record: 78764

On 13 May 1999 06:34:46 , Ronald Andersson wrote:
>on Wed 12-05-1999 22:54 David Leaver wrote:
>
>>A small puzzle.
>>
>>Each time I boot, STinG 1.20 reports failure to load the DNS cache.

(snip)

>There are mainly three things that affect this.
>
>1: In DEFAULT.CFG you need to have "DNS_CACHE = 100"
> though "100" can be changed to some other limit.
> (it limits the number of cached addresses)

I had DNS_CACHE = 64, which I think is value in the example
DEFAULT.CFG

>2: In DEFAULT.CFG you need to have "DNS_SAVE = TRUE"
> this enables saving of cached addresses to the file.

I have this. Again I think it comes straight from the example file.

>3: In DEFAULT.CFG you need to have "ALLOCMEM=100000"

And I have exactly that.

I have tried Dave Murphy's solution. It proved to be a once-only fix.
That is, I had been connected with DNS_CACHE = 64. I disconnected and
edited DEFAULT.CFG to DNS_CACHE = 128 and rebooted. STinG found the
cache file. I connected, did a bit of surfing, disconnected and
rebooted. Cache loading failed again.

A problem with the size of the file being written and read perhaps??

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2799. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199905130000.a26234@lu.maus.de>
Source record: 78765

Hello Martin-Eric,

qf> This won't work.
Maybe this is just depending on the version of MiNT.

The "original MultiTOS MiNT" works within emulation and therefore maybe
with
STonX too, at least FreeMiNT don't.

Maybe the FreeMiNT programmers want to hold their community together with
the
need of Atari hardware? :->

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

2800. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <926657528.294.65@news.remarQ.com>
Source record: 78766

Thanks for the advice Adam. I took the ST apart and sprayed some conduit on the contacts that connect to all the cable ports and it seems to be holding up so far. I have a feeling that the contacts on the reset connector were corroded. The system hasn't rebooted on it's on yet!! Thanks again!

Peace!

Siadiv

Adam Foster <afoster@zetnet.co.uk> wrote in message news:373B3205.422158A1@zetnet.co.uk...
> Hello...
>
> Vidais Lovette wrote:
>
> > Hey Ron thanks for the info! I'm going to take my Atari apart tomorrow and
> > look at the PSU connectors and I really do appreciate your advice! Thanks
> > again!
>
> Also check the connections in the monitor port and cable if you're using
> a mono monitor - if the mono detect line is momentarily disconnected
> from ground, the computer will reboot.
>
> Just an idea...
>
> Adam Foster (ex-Atarian)
>
> --
> Adam Foster - afoster@zetnet.co.uk
> +--+
> 'My software never has bugs - it just develops random features.'

2801. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905132319.a37722@wun.maus.de>
Source record: 78767

Hallo Ronald!

RA>It is a problem with Gemini. I've seen it happen with other drives
RA>too, and there is a warning in the Gemini faq that activating lower
RA>case filenames may cause problems.

Well, that might be a problem if that switch is set. But it isn't, and thus I
can see the Filenames as they are, lower case or upper case or mixed, whatever.
This was _not_ the problem, but Kobold created a lowercase filename on a FAT
drive where only *uppercase* filenames are legal.

RA>(Sorry, I only have it in German)

Well, as I'm a German, that doesn't matter ;-)

RA>As Gemini is no longer actively developed, I suggest that Ekkehard
RA>switch to Gemini's closest 'active' relative, Thing, instead.

I have it here and installed, but will not switch over to it because installing
lots of icons and stuff is too much work to do.
In general, I do not encounter any major problems with Gemini. Well, there are
some minor limitiatons, but I can live with these.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2802. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7hh77g$n4v$1@plutonium.compulink.co.uk>
Source record: 78768

Vidais Lovette <loveit@pacificnet.net> wrote in message
news:926570772.665.80@news.remarQ.com...
> Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> rebooting itself.
I've had this happen to a trusty ST4 - the problem was an old worn out PSU.
If you can't repair yours or pick up a secondhand replacement opt for one of
the uprated new PSUs as supplied by Best Electronics.

--
Regards

Joe
joe@inactive.cix.co.uk

2803. Re: winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk>
Message-ID: <7hh77h$n4v$2@plutonium.compulink.co.uk>
Source record: 78769

<rsw@ecn.ab.ca> wrote in message news:373a1e45.0@ecn.ab.ca...
>
> i've d/led a program called WinSTon (Atari emulator for PC)
Try TOSBOX instead.

--
Regards

Joe
joe@inactive.cix.co.uk

2804. Re: MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905132025.a38282@su2.maus.de>
Source record: 78770

Hi Steve,

SS>The Drive: Fujitsu M2513A
the same as mine

SS>HD Driver detects this as: FUJITSU M25 13A 2000 Optical Memory
for me it's 1300 (firmware)

SS>The following switch settings: ID=2
That doesn't matter. If, of course there is no second device with ID 2!

SS>Parity: disabled
Yes. But you shoud take care. I was told that all SCSI devices connected to an Atari computer should have the same parity status, thus: all enabled or all disabled.

SS>SCAM mode: enabled - it will not be detected at all with this off!!!
the mine is disabled.

SS>Device enquiry: MO
it doesn't matter on ST/TT, only PCs are too silly to see the difference between a hard disk a MO drive. :-)

SS>Spindle automatic stop mode: disabled
don't know, but I think it's as you did.

SS>LED mode: normal
the same.

SS>Write cache mode: disabled
Yes.

SS>SCSI type 1: disabled
I think, I changed to "enabled" for I've got SCSI-1 devices only. But that should not be the bad guy.

SS>Mac mode: disabled
Of course.

SS>Verify mode: verify enabled
Yes.

SS>SCSI type 0: SCS1
don't know.

SS>Save data pointer message: enabled Down load mode: disabled Factory
SS>test (not to be set by user): disabled
There, I didn't change the factory settings.

SS>1-2 Power supplied by drive: supplied 3-4 Power supplied by host
SS>controller: supplied
Ah, does your host adapter really provide term power? For normally it does not! Atari saved few pennies when producing e.g. TTs...

SS>5-6 SCSI termination: disabled
That depends on xyour individual insatllation! Your chain _must_ be terminated correctly, that is the very first _and_ the very last device, and none else!

Furthermore, one (or more) device(s) must provide term power.

SS>I'd love to know if HD Driver is at fault or whether it doesn't like
SS>the ICD Link II!
The MO drive was _the_ reason for me two years ago to buy HDDRIVER, because it was the only one (of two or three) hard disk driver soft that could handle with 2048 bytes per sector.

Maybe the Link II doesn't provide term power. Is it terminated?

You know, maybe your chain worked well although it was not correctly terminated.

I have been running my MO since two years, and it's running all the time as temp disk. Its main use is for backup purposes.

So, as your drive seems to be intact, I think there's no reason at all why it should not work with a ST.

Regards, Peter

2805. Re: MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905132021.a38283@su2.maus.de>
Source record: 78771

Hi Ronald,

RA>Two of your settings seem very odd to me.
RA>
RA>>SCSI type 1: disabled >SCSI type 0: SCS1
yes, but that's the original setting by the manufacturer. I just had a look on the "manual" (half an A4 page).

Peter

2806. winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: rsw@ecn.ab.ca
Message-ID: <373a1e45.0@ecn.ab.ca>
Source record: 78802

yo!

i've d/led a program called WinSTon (Atari emulator for PC), grabbed a variety of TOS's all in the (apparently) vain hope that i could render some really big 3D files on the PC (on my STe some of them have taken over a week to render).

does anyone have some familiarity with WinSTon on whether or not it can run normal (not games) applications? the only luck i've had so far is with CyberSculpt. pretty much everything else just crashes in a spectacular way. the programs i'd really like to run are ImageCopy, Diamond Back, and Phoenix2 (Xenomorph2 in europe). and they really don't seem to be very happy...

thanx
rob
rsw@ecn.ab.ca

2807. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b0@oden.se>
Source record: 78803

Hi Ekkehard,

on Tue 11-05-1999 22:31 Ekkehard Flessa wrote:
>
>RA>Have you tried moving that driver to other places in the boot order.
>
>No, I haven't. That Falcon is running very solid, normaly. The XFS is executed
>prior to the AUTO folder, as far as I can see. So, the order within that folder
>shouldn't make a difference as long as it's working without the xfs.

That is not at all certain. The XFS does not actually _do_ anything at first,
except register itself to the MagiC kernel. All real activity comes later,
and BNet isn't fully operational until BNet.APP (or BNet.ACC) has started.

>RA>Have you tried Videl Inside instead of Screenblaster ?
>
>No, I haven't. Screenblaster uses an external (and programmable) clock source
>for the video timing, so Videl Inside might result in lower refresh rates or
>screen resolutions.

You'll never know that if you don't try it.

VI does allow the user to set which frequencies are active for each of the
three possible pixel clock sources, so it should fit any hardware. I would
give it a try if I were you.

That's up to you of course, but I use it myself instead of CentScreen, the
screen enhancer intended for my accelerator, because VI is more flexible in
its ability to handle weird resolutions. I can't get the same in CentScreen.

>RA>I think you may have to experiment a bit with \AUTO\ boot order and
>RA>ACC choices etc to find stable setups. That has made a big difference
>RA>to most others who have tried it.
>
>I had Falcon #2 up and running for several weeks without boot sometime last
>year. Used STinG and mainly CAT+StarCall during that period. So, the system in
>general is quite stable. Adding the network stuff makes it more unreliable :-(

That has not been the experience of any other user that I know of, so in
general that is certainly not the case. Some have complained about BNet not
being as efficient and fast as they want, and some have failed to configure
it correctly, but I never heard of stability problems due to its presence.

There is probably some other cause for this problem, which apparently is
'triggered' by the presence of BNet. That is why I suggested checking
with different \AUTO\ and ACC setups.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
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2808. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b1@oden.se>
Source record: 78804

Hi Tony,

on Wed 12-05-1999 02:34 Tony Cianfaglione wrote:
>On Wed, 12 May 1999, Ronald Andersson wrote:
>
>> > I set it up on my second Falcon and it connected right away. :-)
>>
>> I'm glad to hear it. So, are they a network yet, or standalone ?
>
> They're both standalone although I would love to figure out the LAN
>setup. The manual tells me nothing unfortunately; only that it can be
>done. Is there software available to do it?

That depends on what you mean. STinG itself is a fully networking TCP/IP stack, so that is the software natural for you to handle your LAN, since you have just installed it. It will allow you to use any of the serial ports of your machines for networking, and the most common choice for Falcon owners is to use the Midi ports, so Modem 2 is free for a Modem.

If you mean software to handle the installation, the answer is no. It is done by using the CPXs of the sting distribution and then editing some text files.

--

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2809. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b2@oden.se>
Source record: 78805

on Wed 12-05-1999 03:20 Tony Cianfaglione wrote:
>
>WOW - those Swedish sites are different!!
>
>Sorry, Ronald, but going to your site and the ASH site doesn't help me
>find STinG 1.20 or CAB 2.7...the pages are so scrambled, I can't make out
>where anything is. I'm using my Lynx account as the download is much
>faster and I don't have any client software like FTP or Telnet working for
>STing 1.15 yet.

My page does use frames, but has also been tested with frameless browser
(CAB 1.5) and graphics turned off. This works fine. What you get in
a frameless browser is primarily a simple menu line. A click on the
'STinG' item in this menu switches to another similar menu line.
A click on the 'File' item in that menu brings up my page for STinG
download archives, including STinG 1.20 .

>Each page loads with all the text jumbled on top of each other; each
>succeeding page is added onto the preceding one without a screen refresh.
>Refreshing the screen manually just gives the current page but it's still
>so scrambled, I can't make out what's going on.

Your Lynx must be seriously misconfigured, or else you have entered the
ISP shell with a terminal program that can't deal properly with VT100
terminal control codes. These are used to reposition the cursor so as
to build up an entire page in a more efficient manner.

Check the settings of your terminal program to ensure that you have full
VT-100/ANSI support active, then try again. It should work.

>The page scrolls in different areas so as soon as the page loads, certain
>paragraphs start immediately scrolling up the scrren while other
>paragraphs and sentences stay where they're at, so all I am left is a mad
>scramble of letters, non of which is legible. Manually refreshing the
>screen doesn't help.

You are definitely not using a terminal program with the same kind of
teminal emulation that Lynx is set for (probably VT100/ANSI).

>I've noticed this happens with a lot of European sites (mostly Swedish
>and German) so the Internet standards there must be quite different than
>North American standards as the pages are definitely incompatible.

It is not a matter of Internet standards. The HTML page has no influence
over how the page is presented by the browser. But a simple text page,
without any special formatting at all will probably be visible anyway,
because then not even lynx will need to reposition the terminal cursor.

It just keeps passing the text in typewriter fashion.

More complex pages will cause Lynx to use more advanced terminal features,
and then your terminal program must be capable of dealing with the escape
codes used for that, and those settings must also be activated.

>Is there a North American mirror where I could find these programs?

Probably, but I don't keep track of that, and that is in any case not
the cause of your problem. HTML works exactly the same in all countries.

--

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2810. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b3@oden.se>
Source record: 78806

Hi Derryck,

on Wed 12-05-1999 06:59 Derryck Croker wrote:
>On 11 May 1999 01:53:29 , Ronald Andersson wrote:

----- snip ----- re: various 'finished business'

----- snip ----- re: CT2B heat problems

>>Sounds OK, but it won't help in my case. I've tried all kinds of cooling,
>>and it is _not_ PSU heat that is the main problem. No matter how cool I
>>keep the PSU, I still get bombs if I don't direct a stream of cool air
>>directly at the middle of the CT2B board (the two ispLSI chips).
>
>It's odd that your CT2 is running much hotter than others?

Yes it is. I even sent it back to France once so they could doublecheck
the programming of the ispLSI circuits.

>>I really hate this, because it means I must blow dust straight onto the
>>CT2B, and it is beginning to look a bit 'hairy'. But it's the only way
>
>Yes. It's supposed to be best to suck the heat out IYSWIM, but sometimes the
>physical mounting of the fan precludes this (and it's not possible to run
>the fan in reverse).

Well, in my case its more a matter of directing the cooling air. If I mount
a suction fan (like you did) on top of the PSU, there is very little chance
that much of the cooling air would pass by the critical circuits.

>>I've found that works here. I really must get me a tower soon, so I can
>>arrange better cooling for the whole machine.
>
>Is natural cooling enough if you leave the top cover off?

Not a chance. At first I tried with both top cover and all shielding off,
and the keyboard twisted round so as not to impede the air above CT2B.
No dice. It did work partly, but not for any kind of FastRAM access.

>>I'd like to keep the original case to, but not as the cooling works now.
>>I guess I could try mounting a heatsink on the ispLSI chips too, perhaps
>>even with a fan of its own. That just might work.
>
>Tricky one as you'd have to stick it on - hard to remove without signs
>should there be a hardware update requiring a swop-out...

I don't really care about the latter, if needed I'd be prepared to pay
for any significant update, and I don't think Centek will do such for

free anyway, unless it concerns definite design errors.

The problem is more of finding a suitable heatsink that fits the available
space, and yet does allow a fan to be mounted.

Hmmm, I wonder if just a normal heatsink would suffice ?
It should at least lower the silicon temperature a bit, and if I also move
the original fan like you did, the combined effect just might be enough.

----- snip ----- re: CentScreen
>
>Agreed - there is too little control but OTOH it's much easier for the
>beginner, and the virtual screens look good.

VI also supports virtual screens, but I seldom bother to use that. On a
CT2B-Falcon the choice of physical resolutions makes virtual resolutions
more or less redundant.

Btw:
Speaking of virtual screens reminded me of the time you registered LaceScan,
and wrote that review for AC. Do you still use LaceScan, or have you left
the ST machines entirely in favor of Falcon now ?

----- snip ----- re: VI resolution choice under MagiC
>>
>>That's the official way too, so you've got it right.
>>It's also done in a similar way for VI.
>
>Hmmm.
>
>That's a great pity, looks like I'll be staying with Videlity, which
>interfaces extremely well. Thanks for clearing my question up.

What's really needed here is a VIDEOMOD.APP that can replace CHGRES.PRG,
and of course a similar VI2_CNF.PRG that can do the same thing.

--

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2811. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b4@oden.se>
Source record: 78807

Hi Jo Even,

on Wed 12-05-1999 11:42 joska@nuts.edu wrote:
> dlanor@oden.se (Ronald Andersson) wrote:
>
>> a compatibility emulator. At least the 'write-through' mode should
>> be kept active for normal usage. I'm doubtful about other modes
>> though, as it is the 'write-through' mode which corresponds to the
>> 68030 mode that Falcon and its system software was designed for.
>
>As you'll see further down, this is not the case.

Well, it _is_ the mode Falcon was designed for, but I suppose you mean
that some other mode is safe to use anyway.

But more on that below then...

----- snip ----- re: CT2B lack of through-port for expansion bus
>
>Titan (Core) hinted that the real reason was that additional cards
>would put too much load on the Falcon-bus, and that they removed the
>through-port simply because it couldn't be used anyway. Ofcourse, Titan
>is promoting their own accelerator...

In order to make a statement like that they should back it by some
measurements, or at least by tests. Also, unless all their own boards
for the expansion bus (including graphics-cards or adapters for them)
do have through-ports, they are not entitled to criticise Centek for
leaving them out too.

----- snip ----- re: Falcon write cache normally slower than read cache
>
>This is how the 040 does it inn writeback mode, which indeed gives
>poorer performance than copyback (which I always use).

The question is if other cache modes than write-through will cause
problems for various software or not. Only extensive testing can
prove that and, of course, the proof is only valid for software
tested this way.

----- snip ----- re: advantages and disadvantages of 68040
>
>Please note that Motorola has a separate, external bus-sizer which
>essentially is the bus-sizer from the 030. Why this isn't used in the
>AB is beyond me...

Possibly it remains expensive, as all chips are when first released.
It is only those chips that are used extensively in mass-produced
designs whose prices then fall. I have no idea if the bus sizer has
been used in enough popular designs to cause this effect.

----- snip ----- re: not caching DMA buffers
>>
>> What you say requires that each program which sets up any RAM block
>> for use with DMA must also reprogram the PMMU tables to set cache
>> inhibit bits for this block according to 68040, not 68030, PMMU
>> methods.
>
>No, it simply means that the PMMU-tree installed by the driver (or
>directly by the OS) marks ST-RAM as non-cacheable.

But that would give even worse ST-RAM speed than the nembench shows, so
I don't think it is practical for anyone to do that unless he does have
a graphics-card, like you do.

----- snip ----- re: GEMDOS rules for DMA buffers
>
>Don't forget the FRB-buffer, which is provided in all TOS-versions that
>supports alternate RAM. This doesn't cover all problems ofcourse (it's
>only purpose is to buffer DMA-transfer to/from alternate RAM).

Sure, but its use is in no way guaranteed. Remember that the harddisk
driver is only one of many drivers that use DMA methods. From hardware
viewpoint the DMA buffers simply _must_ be in ST-RAM.

----- snip ----- re: PMMU remapping of FastRAM in Falcon accelerators
>
>But it's strictly not necessary, as there's no rule that says that
>alternate RAM has to be located at specific adresses,

Alternate RAM does not, but TT-RAM does have to be based at $01000000.
The variables that keep track of it do not include any base address.
So if we want FastRAM to be TT-RAM compatible, then it must be at base
address $01000000 at the time that TOS boots.

Still (as described elsewhere), I normally use my FastRAM by activating
it as Alternate RAM, rather than booting it as TT-RAM, thereby avoiding
the instability that follows with the PMMU map used for the latter.

>or even be continuous.

Alternate RAM can reside in several blocks, but this unavoidably lowers
the efficiency of its handling, just like any other fragmentation.

>I'm not even sure if the original AB-drivers did this, as
>I've only used Doug Little's driver.

I have no information on either.

>However, on the AB there's no harm in doing this anyway as the PMMU is
>already used for various things:

>
>1. Set up the cache-mode for video-ram.
>2. Disable data-cache in the FRB-buffer (or entire ST-RAM).
>3. Move TOS to fastRAM and protect it.
>...and 4: Joining the two RAM-banks at the standard TT-location.

You seem to have missed one of my main points:

Steps 1 through 3 above do not 'remap' anything except TOS, and that
is simply moved into FastRAM which is remapped to coincide with the
original TOS. Here we could still have a simple straight relationship
between all logical RAM addresses and their physical addresses.
(Provided that TOS RAM is taken from the top of the range.)

That is what changes in step 4. Thereafter, any program that wants
to reprogram the PMMU will bomb if it happens to be running in FastRAM
and is not aware of the special methods needed for the PMMU remapping
that is already active.

Even if it is running in ST-RAM, it will most likely cause bombs that
occur later, because of inadvertent remapping effects.

All of those effects are impossible if physical and logical mapping
of FastRAM is identical, as it has been in all Atari designs. This
requires that hardware maps the fastram into a contiguous block, with
base at $01000000 for TT-RAM compatibility, or at some higher address
for simple Alt-RAM compatibility.

>> There are other (quite simple) methods that solve the problem better.
>
>In hardware?

Yes. Although there is no problem in letting a boot program, such as
that of the CT2B Flash ROM, set up enable signals for the hardware
before turning the boot over to TOS. That could simplify things.

----- snip ----- re: MiNT and PMMU (why many prefer it as MINTNP)
>
>Without memory-protection MiNT doesn't touch the PMMU at all, so
>naturally then there's no problem with even the most complex PMMU-
>trees. I'm talking about MiNT *with* memory-protection, which currently
>works with Milan and Afterburner (in addition to traditional systems).

But it only does so by having to include code written especially for
that purpose. Of course that can be done, but it is a wasteful way
of doing it. Those programmers could have been better occupied at
making real improvements rather than fixing compatibility problems
caused by the manufacturers of accelerators.

>It does not work on the Hades for one simple reason: The Hades'
>PMMU-tree is set up by an accessory (!), which ofcourse is too
>late for MiNT.

That does sound like an unusually inappropriate method to configure
system hardware. Still, if the Hades designers had followed some
approach like I've described instead, going for compatibility at
hardware level, then it too should have had no problems with MiNT.

>> But with CT2B I don't think we need to be in that corner yet.
>> Its decoding logic is in-situ-programmable, so it can be
>> reprogrammed at any time. So the design is not locked in
>> 'finished' state as long as any support exists.
>
>And since it only has one memory-bank you don't have to worry about
>gaps either. What prevents you for not using the PMMU at all, and
>simply install the fastRAM with Maddalt()?

You must have missed my other posts where I discuss this with Derryck
Croker. You see, that is exactly what I do normally. I boot in the
so-called TOS 4.x mode which does not remap FastRAM, and then I tell
TOS where to find it through Maddalt. The result is that I get a
much stabler system since the PMMU map used for this boot mode is a
lot more compatible to Atari standards.

But this only makes the FastRAM accessible as Alt-RAM, not as TT-RAM,
so there are still some TT-RAM programs that don't work.

>> So it can, and I use that in a utility program I made for my CT2B,
>> so as to enable FastRAM access without getting the really weird
>> PMMU mapping.
>
>Ahh, so it works without using the PMMU?

Yes, but with base address at $04000000, its physical address.

>> But my main objection was not the fact that FastRAM starts at another
>> address, but the fact that its physical address does not coincide with
>> logical address used when it is active. That constitutes a
>
>But this is not the case if you don't use the PMMU? Or what?

Correct. Then both the logical and the physical address are $04000000.
That eliminates the risk I spoke of, but the base used makes it miss
TT-RAM compatibility.

>> specific danger in itself, as it means that any program resident
>> in FastRAM will cause random crashing if it attempts to clear or
>> reprogram the PMMU mapping, such as a TOS relocated to FastRAM
>> will do (just as one example).
>
>Not to mention that the reset-handler won't survive a reset if the OS
>(MiNT or MagiC) was loaded in fastRAM! This is the case on my
>Afterburner, although I've been able to fix that with MiNT since MiNT's
>resethandler isn't needed in my case.

Correct. There is a patch for MagiC to work right in TOS 7.x mode,
but like I said, the weird PMMU map (other things than FastRAM) makes

that mode unstable anyway, with or without MagiC. Centek has denied
that this can be true, but when I see the reality matching what I had
concluded, every time I test it, then I must believe what I see.

I also believe that Centek test with a rather limited set of APPs
and system utilities, so that they never see all the problems that
their users suffer. That is to some extent unavoidable, as they
can't test _everything_, but I was a bit surprised to find that not
one of their documents showed any awareness that STOOP even exists.
(Just to mention one example of overlooked programs.)

--

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2812. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b5@oden.se>
Source record: 78808

Hi Jo Even,

on Wed 12-05-1999 12:00 josk@my-dejanews.com wrote:
> dlanor@oden.se (Ronald Andersson) wrote:
>
----- snip ----- re: Speed factor of graphics-card VS Videl

Let's stop arguing over how to interpret the phrasing of the older
posts in this thread. I have already agreed that a Falcon with a
graphics-card will handle graphics much faster than one using only
Videl. Of course it will.

I took your phrasing to imply an efficiency factor of 10 * 16,
which it is now evident that you did not intend, meaning instead
a factor of 10. As I've already said, I accept that as correct.

>> Ok, here are some more nembench excerpts for various resolutions I
>use:
>>
>> Test resolution : 640x480x65536_colours 61.0 Hz Interlaced
>> Linear 32bit read (ST-Ram) -> 7.972 MByte/sec (~150%)
>> Linear 32bit write (ST-Ram) -> 8.880 MByte/sec (~137%)
>> Linear 32bit copy (ST-Ram) -> 4.446 MByte/sec (~137%)
>
>Very impressive, atleast until I noticed "Interlaced" ;-)

That is why I also have the settings that follow, for cases
when picture quality is more important than speed.

>> Test resolution : 640x480x65536_colours 63.5 Hz Noninterlaced
>> Linear 32bit read (ST-Ram) -> 5.152 MByte/sec (~96%)
>> Linear 32bit write (ST-Ram) -> 5.674 MByte/sec (~87%)
>> Linear 32bit copy (ST-Ram) -> 2.841 MByte/sec (~88%)
>
>This is the figure I expected. Still rather impressive considering the
>resolution. But as I said, with a graphics-card you'd still have
>10MB/s...

Sure, but then I shouldn't need it much anyway, as there would not be
very much ST-RAM work needed normally, as compared to when using Videl.

>> The last one is my normal work resolution, And as you can seem that
>> still leaves the ST-RAM access noticeably faster than on the max
>> speed resolution ST High on a normal Falcon (the reference rez of
>> nembench).
>
>Yes, but you're using a interlaced mode which cuts the load in half.

Of course. That is the best way of getting the most out of Videl
without overloading the ST-RAM accessibility.

>Are you using a RGB-monitor?
>
I'm using a Nec3D Multisync at the moment, but I hope to repair the
PSU of my 19" multisync soon. Hm, I forgot the name of it, and it's
too d**n heavy for me to turn it around right now. It's from a Mac
anyway. I'll have to define new VI resolutions for it now though,
as the ones I used before mostly used the 32MHz clock which has now
moved to another Videl input.

----- snip ----- re: efficient use of ST-RAM
>
>100% correct. I think everybody that has an Atari with split memory-
>model use this. E.g. on my own Falcon the only thing I have in ST-RAM
>is disk- and bitmap-caches.

Yes, and it is the inability to use any Videl-independent RAM that
makes an unaccelerated Falcon so slow. At decent resolutions it is
pretty close to an 8 MHz ST in speed.

----- snip ----- re: speed factor revisited
>>
>> true in the limited context that it was intended for, but I also think
>> this last part (not near 160) applies to overall performance. To be
>> honest I think you do too, since you lowered that claim to 10-20
>above.
>
>But you seem to forget that my initial clame *was* 10-20 (IIRC), it was
>*you* who multiplied this by 16 (i.e. "expanding" Videl-mono to Nova
>16bit) and got 160! ;-)

IIRC you did say that the speed difference between NOVA Hicolour and
Videl monochrome res would be some 10-20 for _all_ work, not average.
That implied the higher factor to me.

Evidently that was not quite what you meant, so let's forget it.
At present we both agree to a factor of 10-20 for average work,
so we really don't have anything to argue about.

--

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2813. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b6@oden.se>
Source record: 78809

Hi Vassilis and Ekkehard,

I won't interfere much with your BNet discussion, but I did notice one
thing of importance that both of you seem to be missing. I'll just cut
away the other parts of your discussion without further comment.

on Wed 12-05-1999 14:18 Vassilis Papathanassiou wrote:
>on Tue 11-05-1999 22:36 Ekkehard Flessa wrote:
>
>>There was another error, though: the destination was a normal FAT partition.
>>The resulting file was created in small letters rather than in capital letters,
>>so Gemini wasn't able to access it.
>>
>Running BNET for single_TOS or without the XFS, paths are converted to
>UPPERCASE. With the XFS, it is left to the OS. When you write to a remote,
>BNET uses legal GEMDOS calls on the destination (like Fcreate, Fwrite etc).

This problem has nothing to do with BNet. It is a problem with Gemini.
I've seen it happen with other drives too, and there is a warning in the
Gemini faq that activating lower case filenames may cause problems.

Here is a quote from that faq section: (Sorry, I only have it in German)
==========

28: Ich lasse mir von Gemini die Dateinamen in Kleinbuchstaben anzeigen und
habe dabei unerkliï¿½rliche Probleme. Woran kann das liegen?

A: Mit Hilfe der Option "Dateinamen kleingeschrieben" unter "Extras" -
"Diverses" (Alt-V) kann man sich in Gemini die Dateinamen in Kleinbuch-
staben anzeigen lassen. Dabei ist zu beachten, daï¿½ Gemini beim Ziehen
einer Datei auf ein Programm oder bei Programmen, die auf einen
Dateityp angemeldet sind die Dateinamen in Kleinbuchstaben statt wie
bisher in Groï¿½buchstaben ï¿½bergeben werden. Manche Programme kommen
anscheiend nicht damit zurecht. Abhilfe: diese Option ausschalten.

==========

Note that the explanation above is not quite complete, as it refers
to "Manche programme kommen ansheiend nicht damit zurecht" without
mentioning that one of those programs is Gemini itself. Possibly
the faq author was not quite aware of the extent of the problem.

As Gemini is no longer actively developed, I suggest that Ekkehard
switch to Gemini's closest 'active' relative, Thing, instead.
Thing is capable of dealing correctly with filenames regardless of
their character casing.

Alternatively that Gemini option should be disabled, but there are
other limitations in Gemini too, since it has not been updated for
compatibility with newer developments of MagiC and MiNT.
I really recommend using Thing instead.

Btw:
I'm a former Gemini user myself, and still have it installed, but
newer developments have made it impractical for general use now.
I do miss some of its features, but Thing is the best alternative
still being developed IMHO.

--

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2814. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b7@oden.se>
Source record: 78810

Hello Johan,

I think you missed some of the earlier posts of this discussion,
so I want to clarify my position, so you don't misunderstand it.

In an earlier post Jo Even had described the speedup effect of graphics
cards such that I interpreted him to mean that they were faster than a
normal Falcon using Videl by a factor of 160 for _all_ work. This was
however not what he really intended to say, as recent posts clarify.

But it led me to describe various things, mainly dealing with bitmaps,
which I did not believe could be handled that fast.

Since then he and I have both agreed that for normal usage one should
expect an average speedup in the range of 10-20 for graphics work in
general.

on Wed 12-05-1999 19:50 Johan Klockars wrote:
>In article <3738ec2863cbb63@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>>on Mon 10-05-1999 15:38 Jo Even Skarstein wrote:

----- snip ----- re: desktop background image
>
>Background images are indeed something that would normally have to
>be moved to the card by the processor every time an area needs to be
>updated. I intend to add a new feature to fVDI that will make it
>possible for applications to allocate memory on the graphics card,
>though, which will be perfect for this sort of thing.

Yes, that should help a lot, but the capacity for such things, and the
methods used, would have to vary a lot for different cards I think.

----- snip ----- re: desktop icons
>
>It's simple enough to cache icon bitmaps in local RAM on the graphics
>card. Currently fVDI (on the Eclipse/RageII) does that whenever it
>encounters a 32x32 bitmap that is about to be blitted.
>Further blits of the same image will be a _lot_ faster.

That should also help a lot, but how exactly do you then determine that
it is the _same_ image ? It could be entirely changed even if still in
the same RAM area. Also, not all icons use 32x32 format. Very few of
the ones I use in Thing do.

>It's of course possible to cache bitmaps of any size (like your
>background), but it would be a bit more complicated.

Yes, and much more demanding on card memory.

>I'll probably give it a try in fVDI at some point.

It would be worthwhile of course, as it should save time whenever a
screen object, that has been hiding a part of the background, goes
away again. But it could take up a _lot_ of RAM, especially for high
resolutions with many colours, since it needs almost as much RAM as
the entire active screen (minus menu line).

----- snip ----- re: Desktop/APP menus
>
>Fortunately, there is a way to get at the address of the AES's
>background save buffer and then it's just a matter of redirecting the
>blits to local RAM. fVDI (naturally ;-) does this, and it causes a
>_huge_ speedup of the menus (and anything else that uses the same
>buffer).

Yes, and it is also used by most normal dialog boxes.

Actually this should have some effect even without a graphics card,
if the system has FastRAM that the buffer can be redirected to.
(Like my CT2B-Falcon :-) Though the CPU will still have to do the
work then, of course.

>Applications that do their own buffering will have to suffer the
>consequences. At least until they can use the new fVDI feature that
>I mentioned earlier.

I suppose you mean the way that external APPs could allocate portions
of the VRAM area for their own use. Again, this is something that can
use up a _lot_ of such RAM. There'd have to be strict rules to follow.

>>surfaces are text, in various fonts, and that is of course bitmap data
>
>Yes, fonts are bitmaps, but they are only a single bitplane, even when
>the screen is in an 8/16/24/32 bit mode. Thus, the time to transfer
>them to the screen goes down by that factor.
>That is, text will be output at about the same speed as in the normal
>monochrome mode in _any_ graphics mode.

Yes, provided that the driver software does it that way, blitting only
a straight copy of the single-plane data into VRAM and then using the
internal card operations to blit this into the active screen RAM. But
I strongly suspect that some current drivers don't do it that way.

>Also, fonts are easy to cache in local RAM and then it's just a matter
>or telling the card what to blit and where.

That would work fine for the system font, but I doubt that it would be
practical for all fonts. I mean, it would not be sensible to use up
all the local RAM to cache a lot of vector fonts.

>>again. So if we are just measuring amounts here, I'd say that a large
>>majority of my present screen is bitmap-derived.
>
>But I can assure you that (at least using fVDI), everything but the

>background image will still be drawn a lot faster than in the normal
>colour graphics modes.

I've never doubted that.

>>That is of course true. The heavy costs are when new data needs to be moved
>>onto the card from elsewhere.
>
>As I've described above, there are various ways to keep the amount of
>such data down.

Agreed. But do all drivers use those ways ?

>>>However, if you write a 3D-game and load the textures to a good 3D-card
>>>you get framerates impossible with any CPU. It's just a matter of where
>>>you want the data processed.
>>
>>Again, this is quite true, but here I must doubt that we have such cards,
>>with the necessary software support, available for Falcon at this date.
>
>Well, the card that will be supplied with the Eclipse has 3D support.
>Unfortunately, it isn't described in the normal documentation, so it's
>been impossible to do anything with it. If we're lucky we'll get hold
>of the necessary documentation later on.

That would be nice of course, but for the present you confirm my own
suspicion, that the currently available software for Ataris can't use
this stuff properly (yet).

>Perhaps someone would like to dissassemble and analyze the x86
>Direct3D drivers? ;-)
>
Not me, thanks !
I can't stand the Intel CPU models. I have worked with them, many years
ago, and even disassembled some x86 programs, but I hated that stuff.
Those who designed those models must love complication for its own sake.

----- snip ----- re: Speed factor of 160
>
>A number like that could be correct for window scrolling and things
>like that, but in general the speedup is indeed a lot lower.

That factor was evidently a misunderstanding, as described above.

>>Its the reverse here. At least 80% is bitmaps of various kinds.
>
>As I explained above, as long as you don't move windows around (and
>thus don't need to update the background image), things are not as
>bad as you make them sound. Far from it.

I didn't mean to make things look bad at all. I was just explaining
which parts of the graphics operations I felt would be difficult for
graphics cards in general to speed up very much.

Evidently you do agree with me on some of these things, since you too
mention that very special coding would be required to gain significant
improvements of their speed. Coding that is probably not present in
many of the drivers currently in use.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2815. Re: New STinG (1.20)

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b9@oden.se>
Source record: 78811

on Wed 12-05-1999 20:26 Peter Slegg wrote:

>I carefully installed Sting 1.2 last week and so far no problems.

I'm glad to hear it.

----- snip ----- re: your step-by-step installation
>
>(NB. I have always had to put the STING.INF in the C:\ root as it
> == has never worked from within the AUTO folder.)

That is very odd. I have always had it in \AUTO\ and never in the
C:\ root, and that has worked fine for me.

>I think that was it. Everthing worked perfectly from that point.
>I have noticed a massive improvement in speed, the lack of which
>I had always blamed on accessing the web via a modem.

It could also be due to some inadvertent setting of a CPX. As
you reinstalled new CPXs now, you also went back to the default
settings of them. A bad MSS or RCV_WND setting may have messed
up the efficiency earlier.

By default, the STNGPROT.CPX does not make any settings active,
but only 'swallows' the settings made by DEFAULT.CFG. But if
you change something in the CPX, and then save the settings,
then those settings will override the values of DEFAULT.CFG
each time that this CPX is booted (by XCONTROL, COPS, et.al).

I never save settings of this CPX, but only use it to experiment
with different settings that I then place in DEFAULT.CFG.

>Now it runs at 1500-3000 and rarely any lower. That's a TEN times
>speed improvement and makes web browsing practical at last. I
>wonder if this version of STING is just running better on the
>faster machines?

I think not. But of course, almost anything will run better on
a fast machine.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2816. Re: MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a5aca73213b8@oden.se>
Source record: 78812

Hi Steve,

I have no experience at all with your type of drive, but I do have some
experience of other SCSI stuff used with ACSI-SCSI host adapters.

Two of your settings seem very odd to me.

>SCSI type 1: disabled
>SCSI type 0: SCS1

I have never heard of SCSI type 0 before, and have no idea what the
abbreviation SCS1 stands for, though it could be one of the very early
'non-standards' that preceded the official SCSI 1 standard.

AFAIK all ACSI-SCSI host adapters are SCSI 1, so in your place I would
definitely experiment with those two settings.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2817. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990513015421.29671A-100000@halifax.chebucto.ns.ca>
Source record: 78813

Every time I clicked on a link, the link would just go into itself and
give me the identical page of links and nothing else.

I was able to get the files from Gordy's page on ZetNet and will set it up
and try it when I get a chance.

On Thu, 13 May 1999, Ronald Andersson wrote:

> My page does use frames, but has also been tested with frameless browser
> (CAB 1.5) and graphics turned off. This works fine. What you get in
> a frameless browser is primarily a simple menu line. A click on the
> 'STinG' item in this menu switches to another similar menu line.
> A click on the 'File' item in that menu brings up my page for STinG
> download archives, including STinG 1.20 .

2818. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a7fb08ff51a3@oden.se>
Source record: 78814

on Wed 12-05-1999 22:54 David Leaver wrote:

>A small puzzle.
>
>Each time I boot, STinG 1.20 reports failure to load the DNS cache.

That means either that the cache file is missing, or that it has become
corrupted in a way that the resolver module can detect. There are some
types of corruption which it can't detect, so occasionally it may become
necessary to delete the file 'manually'.

>STinG seems ot write a new version at each session

This is normal when it can't load the file because it is missing.

>but is then unable to load it at the next.

That, however, is of course not normal.

>I have tried deleting the file to ensure that a new one is written,
>but it still can't load.

At the next boot after deleting the file, loading will naturally fail,
but then it should create a new functional file, and that should load
on later boots.

>It doesn't appear to affect operation, although I assume that it is
>slowing down resolving.

It would cause a lot more DNS queries to be sent than is intended,
rather than looking for addresses in the accumulated cache. But
if the internal RAM cache works ok, you might not notice it very
much, because it only happens once per address per session.

There are mainly three things that affect this.

1: In DEFAULT.CFG you need to have "DNS_CACHE = 100"
though "100" can be changed to some other limit.
(it limits the number of cached addresses)

2: In DEFAULT.CFG you need to have "DNS_SAVE = TRUE"
this enables saving of cached addresses to the file.

3: In DEFAULT.CFG you need to have "ALLOCMEM=100000"
where "100000" can be some other number but should not be lower than
50000 and preferably higher.

The ALLOCMEM value reserves RAM for use by STinG and its modules.
This is the same RAM from which buffers is taken for all data packets,

and it is also used for the internal DNS cache. If this STinG RAM
is exhausted at any time, then caching may fail, and that failed cache
might then overwrite the existing file. That depends on when and how
it happens.

A fourth thing which has caused problems in the past is the use of IP
addresses in numerical form, which are unknown to the name servers on
Internet even though there are real servers at those adresses.

If none of the above seems to fit your problem, then I am out of ideas
for the moment.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2819. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt2t$208$1@news6.svr.pol.co.uk>
Source record: 78815

On 11 May 1999 18:30:43 , Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
>> ----- snip ----- re: broken processor pin during CT2B installation
>
>> The purpose of that pin, as used by CT2B, is to strap it such that the CPU
>> on the Falcon motherboard releases the bus permanently to the CPU on the

>This is how it's done on the AB as well, and a friend of mine also managed
>to break this pin... He did fix it though, if you want to know how he did
>it, just send me a mail and I'll forward it to him.

I wouldn't mind betting that he milled down from the top of the chip to
access the pin just inside the package, but it would be real "micro
surgery".

I used that technique to fix a broken pin on my STFM's serial port chip.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2820. Re: AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt2v$208$2@news6.svr.pol.co.uk>
Source record: 78816

On 11 May 1999 07:23:19 , Doctor Clu wrote:
>Hey I recently got a machine that has the Adspeed ST add on. This add
>on (by ICD) was made to accelerate the computer into a 16 mhz mode. (for
>those wondering)
>
> For those that might have heard of this before, how do I get this to
>work? It has a switch in the back to go from 8 mhz to 16 mhz, but I've
>heard that some software drivers are needed.

You don't need software drivers, that switch will do the job just as well.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2821. Re: Atari 8-bit on ST at clock speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt30$208$3@news6.svr.pol.co.uk>
Source record: 78817

On 11 May 1999 07:44:16 , Doctor Clu wrote:
[...]
> As an Atari hobbyist, I would like to have an ATARI computer (one that
>Atari made) emulating the 8-bit machine. I think it would be cute. But
>can an Atari built machine (ST through TT) handle it?
It would be nice to have emulations of the 8 bit (and indeed the VCS) on the same machine, but I think that you'll be disappointed at the speed!

I tried the 800 emulator from Petr Stehlik's page (www.cyberstrider.org) but even running on a CT2-equipped Falcon it was more like wading through treacle.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2822. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt33$208$5@news6.svr.pol.co.uk>
Source record: 78818

On 12 May 1999 01:52:02 , Ronald Andersson wrote:

>CAB 2.7 is commercial, but I've heard that a pretty good demo is available,
>limited so it can't save links to hotlist, but otherwise usable. It should
>be available from ASH I guess, who had this URL when I visited them last:
>
> "http://members.aol.com/ashinfo/index.html"
>
>That will be German of course, and I don't know if/where an english one can
>be found, but some of the other guys probably can tell you that.

An English RSC file is included so it's easily used.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2823. Re: New version of aFTP is waiting for

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt34$208$6@news6.svr.pol.co.uk>
Source record: 78819

On 12 May 1999 06:59:10 , Derryck Croker wrote:

..following up to my own message...

>On 11 May 1999 07:04:18 , Louis wrote:
>
>>So I fetched aFTP 1.52beta, tried to upload the 120k JPG (middle of the
>>night, to my own homepage, the first rates it displayed were
>>1800something, then dropped to around 250 cps after a few secs again.
>
>Although it's way too early to say for sure, my test today came out with
>almost exactly the same result - a respectable start which quickly dwindled
>away to around 250cps.

Same result today. A good starting speed which quickly dwindled away. Went back to 1.51b which exhibited the same behaviour as before, eg maxing at 1024.

Still not quite there yet.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2824. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hdt31$208$4@news6.svr.pol.co.uk>
Source record: 78820

On 11 May 1999 15:02:17 , "David J Sime" wrote:
>What internet providers UK only, support Atari St running STing & CAB?
No UK ISPs directly support the Atari.

Otherwise I know for a fact that the following ISPs will work with the
software you mention:

CiX (strong Atari presence in CiX conferencing)
Zetnet (strong Atari presence with a newsgroup)
FreeServe
Connect4Free

>Does anyone have examples of the dial.scr scripts for these?
I have for all but Zetnet.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2825. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a860494e5c80@oden.se>
Source record: 78821

on Wed 12-05-1999 21:41 Vidais Lovette wrote:

>Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
>rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
>but all of a sudden it will just reboot itself. Can anyone tell me what the
>prob may be? Could the floppy drive be going bad? Thanks in advance!

I see no reason to suspect the floppy drive. It has no connection with the
RESET line of the CPU. Harddisk interfaces do have such a connection, but
I would not suspect them of being the prime cause of such a problem anyway.

More likely it is a problem with your powersupply or its connectors. I know
of one case where a similar problem was simply due to a mains power cable.

The connector of it that was plugged into the Atari PSU had become worn,
and was no longer firmly 'stuck' into the PSU connector. Now and then the
vibrations of the computer (Fan, floppy, incidental touches etc) would
cause the mains connector to 'jiggle' causing a momentary 'glitch' in the
supply current, which could reset the computer.

Other, more serious, PSU problems are also possible. These can also cause
'glitches' in the supply current, with same results as above.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2826. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373a860494e5c81@oden.se>
Source record: 78822

on Thu 13-05-1999 01:56 Tony Cianfaglione wrote:
>
>Every time I clicked on a link, the link would just go into itself and
>give me the identical page of links and nothing else.

And are you sure you have correct terminal emulation for lynx ?

I still think that this is the problem, but I have no way of testing
Lynx myself, as Unix login is not allowed by my provider.

>I was able to get the files from Gordy's page on ZetNet and will set it up
>and try it when I get a chance.

Please do. I am sure you will like my page better seen through CAB 2.7.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2827. Re: HPOptimiser 2.8 complete English release

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580650.24168.0.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78823

Renaud wrote in message <3737EC06.76925541@atos-group.com>...
>
>
>John Whalley a crit:
>
>> Excuse me for jumping in and being picky...
>> "OptimiZe" is American, not ENGLISH...
>
>0h , Zo, ThiZ iZ why wareZ warri0rZ uze theze funnee he11 raiZer Zignz !!!

Nope, they're just in need of help.

>th@nkZ a 10t 4 ze inf0rm@ti0n ;---------D)

You're welcome...

[Oops, the dots virus is breaking out again!]

>BtW, why not start a flamewar about how to pronouZe tomato and potato ?-P

Nah, let's call the whole thing off!

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2828. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580650.24168.1.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78824

Brian Roland wrote in message <926530424.733.68@news.remarQ.com>...
>On 10 May 1999 06:52:26 , "John Whalley" wrote:
>
>>"OptimiZe" is American, not ENGLISH...
>
>Funny ;)
>My American dictionary has no such word...
>But I rather like it ;)
>Leave it OptimiZe ;)
>*begging the Queen's pardon*

You are forgiven, my man. And how are things in the colonies these days?

:-))))

[note the smiley, those of you getting ready to chuck tea into harbours...]

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2829. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580651.24168.2.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78825

Derryck Croker wrote in message <7h8tvqjst1@news6.svr.pol.co.uk>...
>On 8 May 1999 00:53:31 +, "John Whalley" wrote:
>
>>>LIMITMEM.TTP
>>
>>This is a hangover from earlier MagiC versions: you used it to modify
>>program files to limit the amount of memory they could grab - useful for
>>memory hogs like 1stWord. It's redundant now and its use is discouraged as
>>Magxdesk can limit memory usage while installing the app, and this way
>>doesn't modify the program files at all.
>
>OTOH jinnee accesses this utility if you ask it to limit an app's memory
>under "install app".

This sounds like a retrograde step. I believe LIMITMEM can cause problems
with some programs (eg Calamus) that check themselves and refuse to run if
they've been modified. You can set memory usage within Calamus so there's a
workaround, but does Jinnee tell you it's going to modify the program file
before it does it, so the unwary can make a backup?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2830. Re: 1040ST and RAM

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580652.24168.3.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78826

Nicholas Bales wrote in message
<37384545.DBC900A@directprovider.REMOVETHECAPITALS.net>...
>
>
>shimh@clpgh.org a €crit :
>>
>> On a related note, how does one go about finding out how much RAM your
>> STe has? I picked up a used one to run Cubase 3.1, and have heard this
>> only runs on 2MB or more; but I would like to know if there is a simple
>> way of checking this without taking apart the case.
>> -hs
>>
>
>Try sysinfo.prg. I think cubase tells you in the 'About Cubase' dialog.
>The Thing desktop also has the info somewhere.

Might be worth remembering that there are only a few available configs (0.5,
1, 2, 2.5 (very rare on STes), 4Mb), so if one of these methods gives you an
in-between figure, assume the next highest.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2831. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580654.24168.4.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78827

Derryck Croker wrote in message <7hb8s7$9mj$5@news7.svr.pol.co.uk>...
>On 10 May 1999 23:39:35 , "John Whalley" wrote:

>>To be fair to Kevin, it isn't in the printed manual (at least not here),
>>it's in the readme for NVDI-PC. Took me a while to find it after you'd
>>mentioned it was in the manual!
>
>Ah - I have NVDI 5 (the all-in-one version), it's in black and white in the
>manual there.

That would explain it. I've been holding back from NVDI5 for the moment as there appeared to be some problems with it (from comments in this group). How's it working for you? I'm also saving for MPC6.1 (English) which is supposedly due some time soon according to the SysSol guy I spoke to in Stafford.

>It's a nice, easy way of configuring screen res's tho', soundly beating any
>of the usual methods isn't it.

I've never been in the position of being able to configure screen res's before, having gone straight from STe to MPC. Are things horrifically complicated on the Falcon? I suppose on MPC you don't have to worry about refresh rates etc as that's all done by the PC, so there is less to configure anyway.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2832. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926580672.24168.5.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78828

Mike Kerslake wrote in message <7hbkl6$n45$1@plutonium.compulink.co.uk>...

>Demon is also accessible with an Atari, although I left because their
>service was abysmal a few years ago! I used NOS originally, then
>moved onto OASIS 1.35, then after severe connectivity problems
>ditched Demon and went to Zetnet! I vaguely recall using STiK and
>CAB with Demon a bit, but it was years ago!

They both work fine, as you'd expect, STinG likewise.

>Demon was about 11.75 a month when I last looked.

Yup, still is.

>As far as connectivity, reliability and newsfeeds go, I've found CIX
>to be the best of the three. I did run CIX and Zetnet in tandem for
>about three months, and CIX was better overall. Can't say much about
>Demon because my experience with them was not good. They even
>admitted that all the problems were their fault, but refused to
>reduce my bill or pay compensation for all the wasted phone calls. I
>even have the letter in which they admit they were at fault!!!
>
>I guess/hope they have improved since!

This is a matter of much debate. I never changed as they never seemed to get
that bad to me (maybe I have low expectations?). They go through the odd
(generally brief) period of duff connects and then everything sorts itself
out again once they catch up with the new load level. The duff periods are
getting less frequent.

I do remember the period when a lot of Atarians decamped to Zetnet - wasn't
it around the time that AtariNOS stopped working properly with new equipment
they fitted (the Ascend terminal servers) and it wasn't upgraded to match PC
NOS? There were a couple of setup workarounds that fixed it for me, but I
remember a lot of people having problems with it.

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2833. Re: MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <$BA5fOAF0oO3EwTH@steverosie.demon.co.uk>
Source record: 78829

Hi

In article <373a5aca73213b8@oden.se>, Ronald Andersson <dlanor@oden.se>
writes
>Hi Steve,
>
>I have no experience at all with your type of drive, but I do have some
>experience of other SCSI stuff used with ACSI-SCSI host adapters.
>
>Two of your settings seem very odd to me.
>
>>SCSI type 1: disabled
>>SCSI type 0: SCS1

The other option for these switch settings are:

SCSI type 1 : enable
SCSI type 0 : SCSI2

>
>I have never heard of SCSI type 0 before, and have no idea what the
>abbreviation SCS1 stands for, though it could be one of the very early
>'non-standards' that preceded the official SCSI 1 standard.

I have experimented with these settings and doesn't seem to make any
difference!

>
>AFAIK all ACSI-SCSI host adapters are SCSI 1, so in your place I would
>definitely experiment with those two settings.
>

I've never heard of this either and the manual isn't a great help!

--
Cheers! for now
Steve <><

The Atari Software exchange: asx.atari.org
Email: steve@steverosie.demon.co.uk
Nick: Mocknbird Tel: 0870 7402517
ICQ: 18116827 IRC Channels: #atariscne #atari

Location: Narberth, Pembrokeshire, Wales, United Kingdom
****

2834. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <926588513.179.43@news.remarQ.com>
Source record: 78830

Hey Ron thanks for the info! I'm going to take my Atari apart tomorrow and look at the PSU connectors and I really do appreciate your advice! Thanks again!

Peace

Siadiv

Ronald Andersson <dlanor@oden.se> wrote in message news:373a860494e5c80@oden.se...
> on Wed 12-05-1999 21:41 Vidais Lovette wrote:
>
> >Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> >rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
> >but all of a sudden it will just reboot itself. Can anyone tell me what the
> >prob may be? Could the floppy drive be going bad? Thanks in advance!
>
> I see no reason to suspect the floppy drive. It has no connection with the
> RESET line of the CPU. Harddisk interfaces do have such a connection, but
> I would not suspect them of being the prime cause of such a problem anyway.
>
> More likely it is a problem with your powersupply or its connectors. I know
> of one case where a similar problem was simply due to a mains power cable.
>
> The connector of it that was plugged into the Atari PSU had become worn,
> and was no longer firmly 'stuck' into the PSU connector. Now and then the
> vibrations of the computer (Fan, floppy, incidental touches etc) would
> cause the mains connector to 'jiggle' causing a momentary 'glitch' in the
> supply current, which could reset the computer.
>
> Other, more serious, PSU problems are also possible. These can also cause
> 'glitches' in the supply current, with same results as above.
>
> --
> ---
> Regards: Ronald Andersson mailto:dlanor@ettnet.se
> http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
> ---

2835. Re: STonX/MiNT/Minix filesystem

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990513133725.8600A-100000@hal.fishpool.fi>
Source record: 78831

> > > The thin is, my ST is broke and I still want to run MiNT
> > > programs. That's why I installed STonX on my Linux box.
> >
> > This won't work.
>
> Not true, I've got a full NAES setup working under STonX on my
> PII Linux system...

Please document this, as I'm sure _many_ people would like this.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2836. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: David J Sime <david.sime@pershing.co.uk>
Message-ID: <bHy_2.100$jA6.747@news.colt.net>
Source record: 78832

Could you send me copies of the scripts please??
Regards,
David

Derryck Croker wrote in message <7hdt31$208$4@news6.svr.pol.co.uk>...
>On 11 May 1999 15:02:17 , "David J Sime" wrote:
>>What internet providers UK only, support Atari St running STing & CAB?
>No UK ISPs directly support the Atari.
>
>Otherwise I know for a fact that the following ISPs will work with the
>software you mention:
>
>CiX (strong Atari presence in CiX conferencing)
>Zetnet (strong Atari presence with a newsgroup)
>FreeServe
>Connect4Free
>
>>Does anyone have examples of the dial.scr scripts for these?
>I have for all but Zetnet.
>
>Rgds, Derryck
>
>/--/
>/ The Cheshunt Computer Club Herts UK /
>/ http://www.cix.co.uk/~derryck/index.htm /
>/--/

2837. Re: MINT98 CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7hel07$1n8$1@alexander.INS.CWRU.Edu>
Source record: 78833

>>
>> Does the Mint-98 CD-ROM have in installer program?
>>I'm a Unix rookie and an installer would make life much
>>easier for to get a working install quicker.
>
>BTW: Which CD-ROM do you mean? There is a little bit confusion about the
>"The complete Atari MiNT 1998 CD" and MiNT'98 CD.
>The first one holds just a collection of MiNT stuff such as KGMD which is a
>(outdated) installation package. The KGMD package is however a good start.
>Once you're familiar with MiNT you can easily updated your system.
>
>The second CD is a complete MiNT setup. It does contain an installer.
>According to the manual is just a matter of following the instruction but
>there has been quite some postings from guys who have had problems to get
>it running. Nevertheless it's surely worth the price as once you managed
>to get the package working you'll have a very powerful system.
>
>HTH
>Martin

I was talking about the Whiteline MINT98 CD-ROM.
--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

2838. FS:ATARI

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Philip <philipjbell@my-dejanews.com>
Message-ID: <7heoco$a35$1@nnrp1.deja.com>
Source record: 78834

HELLO
I have a 1040ste,monitor,notator sl,mt3x 4 track,cm32la sound module and
a NEC p7 plus printer for sale.Its in loot http://www.loot.com
Its cheap please come and take it away.
I need the space for some new stuff.

Philip.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2839. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <373a6aaa5e4001@ford-trucks.com>
Source record: 78835

on Thursday 13-05-1999 03:56, Ronald Andersson wrote:

>Your Lynx must be seriously misconfigured, or else you have entered the
>ISP shell with a terminal program that can't deal properly with VT100
>terminal control codes. These are used to reposition the cursor so as
>to build up an entire page in a more efficient manner.

I thought I would verify the above using my ISP's Lynx using STalker set to VT100 emulation and it is just as Ronald says. The page was available and easy to navigate. You probably need to check your terminal program settings.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
A bug in the code is worth two in the documentation.

2840. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hemtr$m2o$1@snipp.uninett.no>
Source record: 78836

Ronald Andersson <dlanor@oden.se> wrote:

>>This is how the 040 does it inn writeback mode, which indeed gives
>>poorer performance than copyback (which I always use).

> The question is if other cache modes than write-through will cause
> problems for various software or not. Only extensive testing can
> prove that and, of course, the proof is only valid for software
> tested this way.

My experience is that copyback-mode is very safe, even in TOS 4.04. Caches can ofcourse cause problems for some programs, but that's the case with the 030 as well (e.g. try running an older ST-game on the Falcon without turning off the caches) and is usually independent of cache-mode.

As you point out, the only problem is caching memory that can be altered by DMA-devices, but this is solved very nicely with the AB toolkit. With copyback enabled my Falcon is about 20-25% faster when doing CPU-intensive work (like rendering huge HTML-documents or compressing large archives) so it's well worth it.

> Alternate RAM does not, but TT-RAM does have to be based at $01000000.
> The variables that keep track of it do not include any base address.
> So if we want FastRAM to be TT-RAM compatible, then it must be at base
> address $01000000 at the time that TOS boots.

Why is it so important to the TT-RAM compatible? I can't see any good reasons for that, unless you use some software that bypass Malloc() and goes directly to the hardware.

>>or even be continuous.

> Alternate RAM can reside in several blocks, but this unavoidably lowers
> the efficiency of its handling, just like any other fragmentation.

Correct. That's why it's sensible (IMO) to join these. This should not be an issue on the CT2, since it only has one memory-bank, but on machines with several banks this is harder.

> You seem to have missed one of my main points:

Quite likely. I had the impression that you generally didn't like the idea to use the PMMU for these purposes. My point was that since the PMMU already is in use, you might as well use it to set up a single block of TT-RAM. But I do agree with you, relocating fastRAM the way you described it isn't necessary.

> All of those effects are impossible if physical and logical mapping
> of FastRAM is identical, as it has been in all Atari designs. This
> requires that hardware maps the fastram into a contiguous block, with
^^^

Would be nice, but how easy is it to do this with the countless
RAM-configurations you can get with multiple SIMM-slots and SIMM-sizes
between 1 and 128Mb?

> base at $01000000 for TT-RAM compatibility, or at some higher address
> for simple Alt-RAM compatibility.

Again, I can't see why TT-RAM compatibility is necessary at all.

>>Without memory-protection MiNT doesn't touch the PMMU at all, so
>>naturally then there's no problem with even the most complex PMMU-
>>trees. I'm talking about MiNT *with* memory-protection, which currently
>>works with Milan and Afterburner (in addition to traditional systems).

> But it only does so by having to include code written especially for
> that purpose. Of course that can be done, but it is a wasteful way

No, it does not contain code specifically for the AB- or
Milan-configurations.

> That does sound like an unusually inappropriate method to configure
> system hardware. Still, if the Hades designers had followed some
> approach like I've described instead, going for compatibility at
> hardware level, then it too should have had no problems with MiNT.

IMO it makes sense to develop the OS to work on new hardware. After all,
this is the whole point of having an OS in the first place...

> But this only makes the FastRAM accessible as Alt-RAM, not as TT-RAM,
> so there are still some TT-RAM programs that don't work.

Which ones?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

2841. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: dave.murphy@zetnet.co.uk
Message-ID: <373ae5e8$0$490@news.zetnet.co.uk>
Source record: 78837

On 13 May 1999 06:34:46 , Ronald Andersson wrote:

>on Wed 12-05-1999 22:54 David Leaver wrote:

>>A small puzzle.

>>Each time I boot, STinG 1.20 reports failure to load the DNS cache.

I had this problem too.

>>I have tried deleting the file to ensure that a new one is written,
>>but it still can't load.

That happened too.

>1: In DEFAULT.CFG you need to have "DNS_CACHE = 100"
> though "100" can be changed to some other limit.
> (it limits the number of cached addresses)

My DNS_CACHE entry was set to 64, I changed it to 128 & no more problems.

Not sure if this helps any - is the resolver expecting a bigger cache?

bfn

|)ave

Email: dave.murphy@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/dmurphy/
ICQ UIN: 38309773

2842. Mini BBS set up

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <373ae56a2e8bccc0@holleman.demon.nl>
Source record: 78838

Hi,

I just set up some kinda mini BBS here which is all menu-driven (sorry, menus are in German but pretty much self explaining).

Basically the stuff will be online for 24/hrs a day, except for when I need the line myself. I won't run the system from my ST, mainly because of the speed limits. The one on my TT is still limited to 38400 bps as long as I haven't got Serial2 up and running but it's a lot better than the 19k2 on my ST with a 14k4 modem hooked on.

For users abroad this will be an expensive way of fetching stuff, but users in Holland might benefit from perhaps a higher transferrate vs. the Internet...

Also there's no long login procedure.

Anyone can login as GUEST, just type "GAST" (please note the spelling) and have access for 20 minutes. You may register (no fees!) and have your level upgraded.

The "Software" section holds the latest copies of Amail, MyMail, Sting, Newswatch, Popwatch plus Boris Cahan's TelVT202, several of Dan's CAB.OVL's and FireNews. I will update where I can, add more Internet S/W and just let me know whatever you want to be available there.

Terminal is ANSI color, this can be set to VT100/ANSI mono or ASCII. Transferprotocol is Z-modem, but can be set to X-modem.

Once in the Main Menu hit B (followed by a "return") to get to the areas.

Finally, the number from Holland is 0412-644411, users abroad should dial +31-412-644411.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
|_____________________________________|

2843. WTB 16MB memory exp for FALCON

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <01be9d60$7303c240$4f6ea7c3@default>
Source record: 78839

```
WTB Memory expansion kit 16MB for Falcon030
Thanks
Dimitrios
```

2844. How to connect Iomega Zip to FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <01be9d61$1fa44380$4f6ea7c3@default>
Source record: 78840

Can anyone help me how my Falcon030 can recognize and install the Iomega
zip SCSI drive ?
It is connected after an external Micropolis 1GB harddisk.
How can someone install a new device like this ?
Thanks for any help
Dimi

2845. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Wayne Chayer <wchayer@col.ca>
Message-ID: <ivD_2.20$Gn.1068988@nnrp1.tor.metronet.ca>
Source record: 78841

I was able to get the printer functioning with the generic driver and just the standard font. This was with all (8) dip switches in "off". I couldn't get it to work with the Epson
or several other drivers I tried. I presume the dip switches need to be set properly. Do you know if any information is available on dip switch settings for this printer?

Regards, Wayne Chayer, High River, Alberta

Kenneth Medin wrote in message <373884461585c90@tripnet.se>...
>On Tue 11-05-99 13:05 (GMT) Wayne Chayer wrote:
>
>>I am looking for a Windows 3.11 printer driver for an Atari Model SMM804 dot
>>matrix printer. Anyone know if this will work on Windows and where I can
>>find a driver?
>
>Maybe you can try an Epson FX driver?. SMM804 lacks some of the
>graphics modes but it might work. Also there is the "Generic printer
>driver" that should work. I think this driver will not use graphic
>printout at all? The SMM has the Atari ASCI as default but several
>national character sets are also available.
>
>--
>Kenneth Medin <kennethm@tripnet.se>
>http://www5.tripnet.se/~kennethm/
><<Produced with 100% pure Atari equipment>>

2846. Pb CT2B memory $0 to $7FF in user state

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7hf3i7$l77$2@wanadoo.fr>
Source record: 78842

Hi all CT2 users,

There are a big problem for programmers on CT2 (it's not a problem
for users), this problem exist on Hades/MagicMac/MagicPC:

When 680xx is in user state on an ST(E)/FALCON/TT, a reading (or writing)
in memory $0 to $7FF cause a bus error (err -69 with MagiC). For acces
to this zone you must use a Supexec (XBIOS) or Super (GEMDOS).

With a FALCON + CT2, you can read always this zone, and writing has
no effect in user state.
This problem can causes bugs...

A patch in auto folder exist (use PMMU).
Do you know an URL or an e-mail, thanks ?

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

2847. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.990513145332.7102D-100000@halifax.chebucto.ns.ca>
Source record: 78843

Yes, it is strict vt100. Most European sites go this way - North American sites don't seem to have that problem so this is why I thought there was some compatibility problems with PAL and NTSC coding. I'm using Lynx 2.7. I can see the frames as links and the other links as well - but when I click on them, they go to an identical page so it's like an endless spiral.

On Thu, 13 May 1999, Ronald Andersson wrote:

> And are you sure you have correct terminal emulation for lynx ?

2848. Re: STing dial scripts

Newsgroup: comp.sys.atari.st
Date: 1999-05-13 00:00:00 UTC
From: publish@cix.co.uk
Message-ID: <7hf4mnaoi1@plutonium.compulink.co.uk>
Source record: 78844

On 13 May 1999 08:28:20 , "John Whalley" wrote:
>Mike Kerslake wrote in message <7hbkl6$n45$1@plutonium.compulink.co.uk>...

>They both work fine, as you'd expect, STinG likewise.

I thought that would be the case.

>>Demon was about 11.75 a month when I last looked.
>
>Yup, still is.

My memory hasn't gone completely then! :-)

>>I guess/hope they have improved since!
>
>This is a matter of much debate. I never changed as they never seemed to get
>that bad to me (maybe I have low expectations?). They go through the odd
>(generally brief) period of duff connects and then everything sorts itself

Can't quite recall when I first joined Demon, but I know after just a
few weeks I started having problems. I've got a printout here of
the usenet correspondence I had with Malcolm Muir (unofficial
Demon spokesman at the time - he joined them officially a bit
later) in which he admitted there were various problems. After
this initial period of 'probs' things improved for at least six
months, then all went whacky during July/August/September 1996. After
getting nowhere fast with Demon Support, I cancelled my account in
mid September 1996. The close of account letter from Demon states:
'Although we are aware that obtaining a connection to our servers
during this time was more difficult than usual, Demon Internet are
regrettably unable to offer any form of compensation'.

Not a good way of dealing with valid customer complaints! They also
accept the fact that the problems were at their end, I don't think it
was an Atari only situation.

>out again once they catch up with the new load level. The duff
>periods are getting less frequent.

Good.

>I do remember the period when a lot of Atarians decamped to Zetnet - wasn't
>it around the time that AtariNOS stopped working properly with new equipment
>they fitted (the Ascend terminal servers) and it wasn't upgraded to match PC
>NOS? There were a couple of setup workarounds that fixed it for me, but I
>remember a lot of people having problems with it.

When I came back to Demon for a few months in December 1996/early 1997 I experienced nothing but trouble, much worse than ever before, so closed the account again in February 1997. I 'decamped' to Zetnet at this time and apart from a minor password problem (typo at Zetnet), I had no problems with them in the year or so I was with them. CIX then beckoned with an improved package, and gave me what I wanted, so I cancelled the Zetnet account, but only really because CIX was better for me in terms of facilities offered. I still think Zetnet is excellent for Atari users who just want internet access. And their top staff do listen and act upon complaints/problems reported to them by Atari users.

Anyway, all in the past now, CIX are very reliable for me, and I don't hear any other CIX Atari users moaning about service so I guess things are generally OK.

Kind regards

Mike Kerslake

*** Radio memories, memorabilia, exclusive photos and more! ***
Email: publish@cix.co.uk - WWW: http://www.cix.co.uk/~publish/
*** Atari Computing Magazine information ***
Email: admin@ataricomputing.com - WWW: http://www.ataricomputing.com

2849. Re: Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <373bc46c1142371@ford-trucks.com>
Source record: 78695

on Friday 14-05-1999 07:48, Emmanuel Curis wrote:

> Well, I finally went on the HP web site and got the HP-PCL 3 doc. I
>made some tests with the HP-850S driver & cdtg : I finally managed to print in
>600*600 by changing the "CURVER" commands (from text one to graphic one,
>according to the doc) ant the init commands. It's very nice :-)

Join the short list of folks who have been successful at creating a custom
Calamus Printer Driver. Congratulations!

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Tell the truth - there is less to remember.

2850. Re: STinG & CAB - Where?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <373bc46c1142372@ford-trucks.com>
Source record: 78696

on Thursday 13-05-1999 18:49, Ronald Andersson wrote:

>Thanks Pat, for testing this. I had no way of testing it myself, and I
>was beginning to wonder if there was something I had missed in adapting
>my page for non-graphic browsers.

You're welcome, I'm happy to help out.

I used to use Lynx exclusively with a shell account when Anna was still in school (free!). After she lost that account, we switched to CAB/STiK and an ISP with shell access and used Lynx for the times when I couldn't access a page any other way. Now, with the latest CAB/STinG, it has been so long since I've used Lynx that I didn't check the version number because I don't remember how to get to the help screens where the version information is displayed.

CAB and STinG have come a long way!

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Government expands to fill the available revenue, and then some.

2851. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <926695316.472.21@news.remarQ.com>
Source record: 78697

Joe Connor <joe@inactive.SPAMBLOCK.cix.co.uk> wrote in message
news:7hh77g$n4v$1@plutonium.compulink.co.uk...
>
> Vidais Lovette <loveit@pacificnet.net> wrote in message
> news:926570772.665.80@news.remarQ.com...
> > Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> > rebooting itself.
> I've had this happen to a trusty ST4 - the problem was an old worn out
PSU.
> If you can't repair yours or pick up a secondhand replacement opt for one
of
> the uprated new PSUs as supplied by Best Electronics.
>
>
> --
> Regards
>
> Joe
> joe@inactive.cix.co.uk
>

Thanks for the tip Joe! I think I will pick one of those PSUs from Best Electronics. By the way, does anybody know if there is a Best Electronics in Southern California? I know that I can look if up but I just thought someone would know right off hand. Again, thanks for everyone's help. I really don't know what I would do without this NG!

Peace,

Siadiv

2852. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <926695907.288.63@news.remarQ.com>
Source record: 78698

Randy Kwak <bm827@FreeNet.Carleton.CA> wrote in message
news:7hh43i$l62@freenet-news.carleton.ca...
>
> >> Hello, I was wondering if anyone can tell me why my Atari Mega ST4
keeps
> >> rebooting itself. Sometimes when it reboots it will stay on up to 1/2
hr.
> >> but all of a sudden it will just reboot itself. Can anyone tell me what
the
> >> prob may be? Could the floppy drive be going bad? Thanks in advance!
>
> The problem is probably with the chips inside the computer. Whenever I
have
> a similar problem to the one you are experiencing, I open up my Mega and
> *VERY CAREFULLY* pry up and reseat *ALL* the chips (especially the square
> proprietary Atari chips). If this doesn't do the trick, I have been known
> to pry out a chip, put some rubbing alcohol on the contact points, and
> wiggle the chip back in.
>
> I haven't had to do this at all since I moved my Mega down to the basement
> where the temperature and humidity fluctuations during the year are much
> less than on the upstairs floor (about three years ago).
>
> Hope this helps,
>
> Randy Kwak
>

Thank for the info Randy, I will file this tip away for future reference.

Peace,

Siadiv

2853. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <7hhi2c$5ts$1@remarQ.com>
Source record: 78699

Steve <Steve@mguk.enterprise-plc.com> wrote in message
news:1drro16.17tyv8o9di5mcN@max01-009.enterprise.net...
> Vidais Lovette <loveit@pacificnet.net> wrote:
>
> > Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> > rebooting itself. Sometimes when it reboots it will stay on up to 1/2
hr.
> > but all of a sudden it will just reboot itself. Can anyone tell me what
the
> > prob may be? Could the floppy drive be going bad? Thanks in advance!
>
> My Mega 2 does the same, but sometimes it doesn't just reset but will
> stay in the reset-mode. (60hz screen display. iyswim)
>
> Let me know how you go on with checking the power supply as I may decide
> to take mine in for repair.. (wonder how much thats going to cost me!!)
>
> All the best
>
> --
> Steve
>
> MacGamer UK
> http://web.ukonline.co.uk/macgamer/

Steve, it seems that spraying the conduit on the contacts did the trick. My
Atari has been holding up ever since yesterday. I left it on all night just
to see if it would start rebooting on it's own again. So far....so good!

Peace,

Siadiv

2854. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373c4d84e95fd0@tripnet.se>
Source record: 78700

On Fri 14-05-99 02:51 (GMT) Wayne Chayer wrote:

>I'd sure appreciate if you could double check the manual. My printer has a
>set of 8 switches. They are quite easy to get at but you have to remove 4
>screws in the bottom to take the cover off and they are located under the
>cover toward the back. If yours is easy to get at can you let me know what
>settings they are at and what driver if it's Windows.

OK, I opened the printer up. Dip switch no. 7 was set on and all the
others off. I have the printer since new so this is the original
setting. This is _not_ covered by the manual.

If you are familiar with dot matrix printer codes I have a textfile
somewhere with a complete list, and also comparing them with Epson FX
and Panasonic KXP1124 24 printer printer codes.

>
>>Hm, SMM804 and dipswitches? I have both the printer and manual and have
>>never found any, neither in the manual or the printer itself! Maybe
>>there were different SMM804 models produced?
>>

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2855. Re: AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: db361@torfree.net
Message-ID: <FBqDxx.76p.0.bloor@torfree.net>
Source record: 78701

Sorry I was out of the loop while this thread came up.

The AdSpeed controller is available as both a stand-alone .ACC as well as a .CPX module. Forget the switch on the back. Send me your snail-mail address

(to my Halifax e-mail,
ag352@chebucto.ns.ca
as published in the XEST newsletter)

...and I'll throw these on the disk for you. There is also a special version of Mihocka's Quick ST which was tweaked by Darek and/or the ICD guys to run optimally with this 16mHz card. Only with that .PRG in your AUTO folder does the machine run truly faster than a stock Mega STe. Anyway, all this stuff should have been bundled with the original ICD card, so my sending it all to you constituted mere re-assembling of the original package.

BTW the internal switch for 8mHz really does work, and you can run Notator SL. Notator apprently won't run when the external switch is used.

Furthermore, I want either a short Atari-related article or a `Letter to the editor' for XEST in payment for this. I drive a hard bargain.

John S. Gray
XEST fanzine editor
Isolated out in Atlantic Canada

2856. Re: MINT 98 CD-ROM?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7hhp7b$6f4$2@news1.xs4all.nl>
Source record: 78702

On 12 May 1999 18:08:09, Fred Horvat wrote:
>
> Does the Mint-98 CD-ROM have in installer program?
>I'm a Unix rookie and an installer would make life much
>easier for to get a working install quicker.
>--
Look out: there are 2 disks around called 'MiNTxx'. One only contains
stuff for MiNT and another (the expensive one) contains MiNTnet with
adminstration and install stuff. Bernd Ebert is the one who made this
last one.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

2857. WTB: Mugshot...

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hhq0iabo3@news.campuscwix.net>
Source record: 78703

Title says it all... I'm looking to buy (at fair market value) a
copy of "Mugshot" in good working order, complete with docs.....

Thanks in advance! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2858. Re: Family Tree

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: dhunt@zetnet.co.uk
Message-ID: <373c743d$0$489@news.zetnet.co.uk>
Source record: 78704

#On 14 May 1999 00:54:10 , Brian Van TIlborg wrote:
#Sorry I missed the beginning of this thread. But definitely The Church of
#Latter Day Saints is a good place to start. However there should also be
#local information available in your area. Unfortuneately I don't do any
#geneology research myself. My Mother does. I first tried Family Tree
#version 2.26 which was soon updated in January of 1998 to version 2.28
#(which corrected a bug I discovered) snip snip......

me to look up FTP sites for her. So if you would
#like more information, perhaps I can ask her of some other possible
#sources. I can send you some of these for information if you would
#like. They are about 25k in size.

Sorry about the snips Brian. You didnt miss anything really in the
thread.I was just asking for site information/addresses.

Anything you have will be gratefully received. I am aware that
many local places like Churches etc could hold some info but here
in the UK many of them are very very old and do not have
facilities to enable entry for the Disabled. Even some modern ones
cause problems for my wheelchair.

Thanks for your interest.

Derek

dhunt@zetnet.co.uk

The Non Welsh Welshman.

2859. Cheshunt Computer Club

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7hi454$a16$1@news4.svr.pol.co.uk>
Source record: 78705

On 10 May 1999 06:52:32 , Derryck Croker wrote:

:>Non-German readers may like a reminder that the full English docs for
:>HSModem7 are available from my web site - address in sig.

:>/--/
:>/ The Cheshunt Computer Club Herts UK /

So where is this then, what happens there, how much is it, when is
it, can i come or do you have standards to keep.

:>/ http://www.cix.co.uk/~derryck/index.htm /
:>/--/

i'l have to check this out dude. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2860. Re: Falcon's cache

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905140845.a37739@wun.maus.de>
Source record: 78706

Hallo !

S>All I do to check this is via the System Info cpx.. I will check the
S>box and save the config, but upon rebooting under TOS it's disabled
S>again!

Is there another cpx active, which is also capable of setting the cache status?
E.g. the older general.cpx from atari? If so, disable it (or the System info
cpx, as you like) and try again.

S>Anyway, I can use the Zip drive under MagiC, but not under TOS.

That's due to limitations of TOS. I suppose that the ZIP media are in DOS
format (as sold). To use these media under TOS, you will have to install
BigDos. Or partition them to TOS format, but media with that format won't be
usable on the iMac.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

2861. Help! Digital Monitor Vs. Videlity

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <373ca44c.0@diana.idirect.com>
Source record: 78707

Hi guys,

today I decided that my Falcon needed a better monitor, so I
splurged for a new monitor made by LG. Only now my settings I had for
Videlity for Hi Res TrueColour isn't working at all! All I get is a
blank screen, and even the Videlity/BSS logo doesn't show up on the
first screen.

Any idea what this could be?

If it'll help, this monitor has 30-54 kHz hf, 50-90hZ vf, VESA plug
& play, Energy Star compliant, resolution 1024x768 NI.

BTW, in all the other modes, the monitor works great. It's probably
the clearest looking monitor I've ever owned. I'd certainly want to
keep this if I can only get the TC working.

Oh, yes, one more thing - I have Nemesis installed.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2862. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7hiav6$12ha@enews3.newsguy.com>
Source record: 78708

Well, I tried HD Driver again yesterday, with background DMA "off" and I also ran CAF_FIX. Anyway, right away I had a hard drive freeze-up loading a web page with CAB 2.7. However, this time, it sat frozen for about 30-40 seconds, then resumed what it was doing much like ICD - only it took a bit longer.

I then tried NEWSie. Interestingly, it took NEWSie about twice as long to actually LOAD under HD Driver, but the articles (for offline reading) seemed to come in and save to disk a bit quicker. No lockups this time.

Then I did various things on the Falcon, and everything seemed to be working alright with HD Driver, as I didn't have any more lockups - although at one point it told me DRIVE L might be damaged (it wasn't, and I have no idea why it said this - but I couldn't access the drive until re-booting). This never happened with ICD Pro.

But today, things went a lot worse. I was doing a backup with Diamond Back 3 [a program which has performed flawlessly under ICD Pro] of my J: partititon (which I backup to a folder on a SyQuest EZ-230 cartridge), when everything locked up - and stayed locked up. So I rebooted, and tried the program again, but it refused to write to drive N: [the SyQuest] at all. And when I tried to view the drive directory from the desktop it was a completely scrambled mess! And Diamond Edge reported numerous errors and problems. Needless to say, after attempting to fix it with Diamond Edge unsuccesfully, I had to erase that cart and start over - fortunately I had a backup of everything!

This sort of thing has _N E V E R_ happened with Diamond Back III before when using ICD Pro, so I figure it's a pretty safe bet that HD Driver was the culprit. When it locked up in the middle of a backup it must have scrambled the FAT (among other things). Well, that was enough for me. I just don't feel safe using HD Driver now. And after this I'm glad I didn't attempt a de-frag with Diamond Edge as a freeze-up in the middle of that process would be disastrous!

In all my years of using ICD Pro with my Falcon, I don't recall ever losing any data when the hard drive would freeze up - it _always_ continued doing whatever it was doing (reading or writing) after the freeze up. This also applies to reading/writing when there were no freeze-ups. And I've copied large and small blocks of data without any trouble either.

So you can call it a "time out" issue if you like, and you can blame the Falcon all you want. I understand this, and am not denying either claim. But for some reason, _M Y_ Falcon functions better under ICD Pro than it does HD Driver, and for that reason, I must continue using ICD Pro. I just don't trust HD Driver with my data any more.

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

2863. What parity 30 pin on Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <373C1AB3.4A84772B@otenet.gr>
Source record: 78709

```
can anyone tell me what 4 Mb simms 30 pin are used in 14MB memory
expansion boards for Falcon030 ?
Is it parity or non parity ?
If parity 3 or 9 chips ?
If non parity 8 chips or 2 ?
Thanks
Dimi
```

2864. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Xiting Phillips <xiting@worldnet.att.net>
Message-ID: <7hj133arf1@bgtnsc01.worldnet.att.net>
Source record: 78710
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I suppose it's possible, if you have a CGA/EGA video card.

Considering max resolution of 640X200 interlaced, would it be worth it? You might be able to sell it for enough to get a cheap used VGA monitor.

Dan

Geert Poels wrote in message
<14051999071341837 5%Geert.Poels@village.uunet.be>...
>Hello,
>
>I was wondering whether the Atari SC1425 color monitor
>could be attached to a pc ?
>Is it just another cable or through a convertor ?
>
>Thanks !
>
>Geert

2865. FS Mega 4, multiplatform system

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <7hhgds$850$2@macaw.cyberport.com>
Source record: 78711

for sale, deluxe Atari Mega4 system
Mega 4, with keyboard and mouse, clean.
Talon 1meg Supercharger, latest ver., IBM hardware emulator or Ram Disk
Spectre GCR Macintosh emulator, latest version.
Omni Switch and NEC 3D monitor for all ST resolutions
external non atari slim line floppy.
external 100meg micropolis HD
ICD SCSI Host adapter
loads of excellent software and a quite complete library of books.
probably some other stuff i forgot about.
all $400 plus shiping in USA. probably $50 or so..lots of stuff.

2866. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905142100.a38649@su2.maus.de>
Source record: 78712

Hi Derryck,

DC>- you'll have to do a "search and replace" if you both decide to
DC>change to "Optimiser" :-))
yes, but I suppose he won't change it. We all are used to the "z". And maybe the program did find its way across the Atlantic...

DC>OK with MagiC6 and a CT2-equipped Falcon. 2Gb IDE drive.
Thanx

Und TTschï¿½
ps

2867. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905142101.a38650@su2.maus.de>
Source record: 78713

Hi Nick,

NR>OK with Nemesised AB040 too!
sorry, but what's that?

Und TTschï¿½
ps

2868. FS: Things

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7hh04h$43t$2@ns1.thpl.lib.fl.us>
Source record: 78714

Keyboard Atari 1040ST good condition.....15.00 includes shipping
to anywhere in the United States

Internal Diskdrive 1040ST/STe.....15.00 includes shipping
to anywhere in the United States

Power Supply (internal) 1040ST.....15.00 includes shipping
to anywhere in the United states.

Clock Cartridge ST/STE..etc.....15.00 includes shipping
to anywhere in the United States.

e-mail replies please and thank you. sfpu@scfn.thpl.lib.fl.us

2869. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <373B3379.289FBDAD@ihug.co.nz>
Source record: 78772

Hi there,

Steve wrote:
>
> What's the latest *UK* version, and can it read MacOS CDs? (HFS / HFS
> Extended)

I know there is ExtenDOS Pro v2.4a, but a new ExtenDOS Gold has been released some time ago.

I think all versions are in english. The author Roger Burrows certainly has an english sounding name, even though he is Canadian?

System Solutions will tell you the latest version of ExtenDOS Gold, but as far as I know it doesn't read MacHFS yet. Spin 0.34 DOES, I am told by the author Julian Reschke, read Mac HFS CD's.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

2870. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <373b6da2167f833@club-internet.fr>
Source record: 78773

Hello,

in article <7hemtr$m2o$1@snipp.uninett.no>
Jo Even Skarstein wrote on Thu 13-05-1999 14:17 (GMT):

> > But this only makes the FastRAM accessible as Alt-RAM, not as TT-RAM,
> > so there are still some TT-RAM programs that don't work.
>
> Which ones?

I have a Falcon Magnum Fast-RAM card. M_Player doesn't like it very
much.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
I know the depths I reach are limitless

2871. Re: STinG 1.20 - Where's the old TCP.ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <HuK_2.28$Vi6.276@198.235.216.4>
Source record: 78774

On 29 Apr 1999 14:51:14 , Ronald Andersson wrote:
>on Thu 29-04-1999 07:07 David Leaver wrote:
>
>>On 28 Apr 1999 05:37:56 , Ronald Andersson wrote:
>>>
>----- snip ----- re: 350-400 max BPS is abnormal for modern modems

>
>>My modem is a 28.8k. I use Serial 2 on both machines.

Just adding my figures, I use a 28.8K modem at 19200 on my 520ST with TOS
1.0 and my figures are well above 350-400.

I also have sting set to 10ms.

>
>
>>With a good site the TT easily achieves 3,000 bytes/sec and much
>>more if compression kicks in.

Both my TT and Falcon are in this range.

And my ST is from 1600 to 2100 and of course occasionally I have
seen it as low as 900cps and then when getting messages sometimes as low as
700.

>--
>Regards: Ronald Andersson mailto:dlanor@ettnet.se
>http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
>--
>.

2872. Re: Family Tree

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: madmax@bfree.on.ca
Message-ID: <SuK_2.29$Vi6.276@198.235.216.4>
Source record: 78775

Sorry I missed the beginning of this thread. But definitely The Church of Latter Day Saints is a good place to start. However there should also be local information available in your area. Unfortuneately I don't do any geneology research myself. My Mother does. I first tried Family Tree version 2.26 which was soon updated in January of 1998 to version 2.28 (which corrected a bug I discovered)

to
see if my computer illiterate mother would try it. Sure enough She now has my computer:-) and searchs places on the internet herself, no longer bothering me and asking me to look up FTP sites for her. So if you would like more information, perhaps I can ask her of some other possible sources. Also I have a Geneology Newsletter called ROOTSWEB which is sent to me weekly. Originally for my mom and I am to lazy to stop the emails from coming:-). I can send you some of these for information if you would like. They are about 25k in size.

Later Brian.

On 3 May 1999 16:40:16 -, Pat & Anna wrote:
>on Monday 03-05-1999 15:19, Derek W W Hunt wrote:
>
>> Is anyone aware of a site where it is possible to search
>> for details of your ancestors for the purpose of making a
>> Family Tree? Or is this covered by Data Protection?
>
>I don't know, but if one exists, my guess is it would be operated by the
>LDS Church, in Salt Lake City, UT, USA. I'd do searches including the
>words LDS, Latter Day Saints, Mormon, Geneology, etc. and keep my fingers
>crossed.
>
> Pat
>
>--
> Pat & Anna Morales
> <PATnANNA@ford-trucks.com> ICQ: 37202249
> ~~*~~
> Can anything be sadder than work left unfinished? Yes, work never begun.
>.

2873. Re: Help Printer Driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Wayne Chayer <wchayer@col.ca>
Message-ID: <idM_2.22$Gn.1370070@nnrp1.tor.metronet.ca>
Source record: 78776

I'd sure appreciate if you could double check the manual. My printer has a set of 8 switches. They are quite easy to get at but you have to remove 4 screws in the bottom to take the cover off and they are located under the cover toward the back. If yours is easy to get at can you let me know what settings they are at and what driver if it's Windows.

>Hm, SMM804 and dipswitches? I have both the printer and manual and have
>never found any, neither in the manual or the printer itself! Maybe
>there were different SMM804 models produced?
>
>--
>Kenneth Medin <kennethm@tripnet.se>
>http://www5.tripnet.se/~kennethm/
><<Produced with 100% pure Atari equipment>>

2874. Re: How to connect Iomega Zip to FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1drrays.1f0hgzmpbm9r6N@pm-d05.rhein-main.de>
Source record: 78777

danceon <danceon@otenet.gr> wrote:

> Can anyone help me how my Falcon030 can recognize and install the Iomega
> zip SCSI drive ?
> It is connected after an external Micropolis 1GB harddisk.
> How can someone install a new device like this ?

Falcon SCSI-Bus Micropolis SCSI-Bus Iomega Terminator
#######-----------##########-------------#######--# (only this one!)
ID7 ID0 ID5

Remove termination from your Micropolis.

If u use AHDI, you have to patch it.
AHDI canï¿½t jump over "holes" beetween SCSI IDs.
For AHDI you have to create that: ID0, ID1, ID2 ect..
ID0, ID5 doasnï¿½t work.

Use HDDriver, best way. Also HDDriver supports any ZIP feature.
Your driver must "see" the device while the machine boot up.

Use DOITF030 to found some more words and pictures about your question.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

2875. Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Geert Poels <Geert.Poels@village.uunet.be>
Message-ID: <14051999071341837 5%Geert.Poels@village.uunet.be>
Source record: 78778
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

I was wondering whether the Atari SC1425 color monitor
could be attached to a pc ?
Is it just another cable or through a convertor ?

Thanks !

Geert

2876. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hghcr$9br$1@news8.svr.pol.co.uk>
Source record: 78779

On 13 May 1999 03:56:20 , Ronald Andersson wrote:
Hi Ronald,

>>It's odd that your CT2 is running much hotter than others?
>
>Yes it is. I even sent it back to France once so they could doublecheck
>the programming of the ispLSI circuits.
<scratches head>

>>Yes. It's supposed to be best to suck the heat out IYSWIM, but sometimes the
>Well, in my case its more a matter of directing the cooling air. If I mount
>a suction fan (like you did) on top of the PSU, there is very little chance
>that much of the cooling air would pass by the critical circuits.
Not without some tricky to implement ducting :-((

>>Is natural cooling enough if you leave the top cover off?
>
>Not a chance. At first I tried with both top cover and all shielding off,
>and the keyboard twisted round so as not to impede the air above CT2B.
>No dice. It did work partly, but not for any kind of FastRAM access.
It's no way to run a 'puter anyway, but at least you're prepared to take
assisted ventilation action after you put it into another case...

>>>I guess I could try mounting a heatsink on the ispLSI chips too, perhaps
>>Tricky one as you'd have to stick it on - hard to remove without signs
>>should there be a hardware update requiring a swop-out...
>
>I don't really care about the latter, if needed I'd be prepared to pay
>for any significant update, and I don't think Centek will do such for
>free anyway, unless it concerns definite design errors.
Doesn't seem to be down to that - of course you checked the +5V rail?

>The problem is more of finding a suitable heatsink that fits the available
>space, and yet does allow a fan to be mounted.
Yes, I can't picture the layout ATM. You need a good computer store...

>>Hmmm, I wonder if just a normal heatsink would suffice ?
>It should at least lower the silicon temperature a bit, and if I also move
>the original fan like you did, the combined effect just might be enough.
Would be marginal I suspect.

>----- snip ----- re: CentScreen
>>Agreed - there is too little control but OTOH it's much easier for the
>>beginner, and the virtual screens look good.
>
>VI also supports virtual screens, but I seldom bother to use that. On a

>CT2B-Falcon the choice of physical resolutions makes virtual resolutions
>more or less redundant.
You're right of course, virtual screens rapidly become a PITA...

>Btw:
>Speaking of virtual screens reminded me of the time you registered LaceScan,
>and wrote that review for AC. Do you still use LaceScan, or have you left
>the ST machines entirely in favor of Falcon now ?
I still have that STFM, but it long ago became relegated in favour of
firstly the Magnum-equipped STFM and then the Falcon. Nonetheless LaceScan
is a worthwhile add-on to anyone's STFM, given the necessary solder licence!
;-))

>----- snip ----- re: VI resolution choice under MagiC

>What's really needed here is a VIDEOMOD.APP that can replace CHGRES.PRG,
>and of course a similar VI2_CNF.PRG that can do the same thing.
Are you listening Centek? :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2877. Re: Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hghcs$9br$2@news8.svr.pol.co.uk>
Source record: 78780

On 12 May 1999 08:59:16 , Emmanuel Curis wrote:
>Dans son message ��Re: Calamus printer drivers��, Derryck Croker a �crit�:
>
>>��The HP660 printer won't print in colour at 600*600dpi, I doubt that the cse
>>��model is any better spec'd - or have I got the wrong end of the stick?
>
> Speaking of that, do you know how to print in 600*600 black & white
>with an HP-690c ? All HP 600*600 drivers I used give a 600*300, so the page is
>vertically incorrect :-(

```
Hmm, I don't know I'm afraid!

Perhaps that setting is for printing internal fonts only, but that doesn't
explain why that setting is provided in your graphics mode drivers.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2878. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hghcu$9br$3@news8.svr.pol.co.uk>
Source record: 78781

```
On 11 May 1999 22:02:00 , Peter Schneider wrote:
>Hi Derryck,
>
>DC>Yes, I've sent you an email as you request.
>I got it. But I have still to extract it.
No worries, I've replied to your email with the manual - you'll have to do a
"search and replace" if you both decide to change to "Optimiser" :-))

>DC>Thanks for your interest Peter.
>And still remarks are welcome, especially with 'exotic' hardware (Milan, DVD ...).
OK with MagiC6 and a CT2-equipped Falcon. 2Gb IDE drive.

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2879. Re: Calamus printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: curis@capitole.lure.u-psud.fr
Message-ID: <slrn7jnkol.8p5.curis@capitole.lure.u-psud.fr>
Source record: 78782

Bonjour,

Dans son message ï¿½ï¿½Re: Calamus printer driversï¿½ï¿½, Derryck Croker a ï¿½critï¿½:

ï¿½ï¿½> Speaking of that, do you know how to print in 600*600 black & white
ï¿½ï¿½>with an HP-690c ? All HP 600*600 drivers I used give a 600*300, so the page is
ï¿½ï¿½>vertically incorrect :-(
ï¿½ï¿½
ï¿½ï¿½Perhaps that setting is for printing internal fonts only, but that doesn't
ï¿½ï¿½explain why that setting is provided in your graphics mode drivers.
ï¿½ï¿½
ï¿½ï¿½Rgds, Derryck

Well, I finally went on the HP web site and got the HP-PCL 3 doc. I
made some tests with the HP-850S driver & cdtg : I finally managed to print in
600*600 by changing the "CURVER" commands (from text one to graphic one,
according to the doc) ant the init commands. It's very nice :-)

If some people are interested, they can send me an e-mail - or wait a
little : this driver may appear on the Invers' calamus web page.

--
Emmanuel CURIS
curis@lure.u-psud.fr

Page WWW: http://www.eleves.ens.fr:8080/home/curis/index.html

2880. Re: Pb CT2B memory $0 to $7FF in user s

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7hgmdv$kj4$1@wanadoo.fr>
Source record: 78783

On 13 May 1999 20:49:00 , Ronald Andersson wrote:
>on Thu 13-05-1999 17:53 Didier MEQUIGNON wrote:

>>There are a big problem for programmers on CT2 (it's not a problem
>>for users), this problem exist on Hades/MagicMac/MagicPC:
>>
>>When 680xx is in user state on an ST(E)/FALCON/TT, a reading (or writing)
>>in memory $0 to $7FF cause a bus error (err -69 with MagiC). For acces
>>to this zone you must use a Supexec (XBIOS) or Super (GEMDOS).
>>
>>With a FALCON + CT2, you can read always this zone, and writing has
>>no effect in user state.
>>This problem can causes bugs...
>
>I am aware of this effect too. It is due to the fact that CT2B hardware
>does not generate bus error for this case. Instead Centek rely on fixing
>such things via PMMU, but this is not done in TOS 4.x mode or compatibility
>mode, since those use the same PMMU map as a standard falcon.
>
>Another similar problem is that no bus error signal is generated by CT2B
>hardware when a write access is made to the TOS ROM area.

Yes I know, no bus error for:

- writing to ROM.
- acces in user state under $800.
- acces to I/O ($FFxxxx) in user state.

>>A patch in auto folder exist (use PMMU).
>>Do you know an URL or an e-mail, thanks ?
>
>I have not bothered to make a patch for the 'super' stuff, as that does
>require using a PMMU map of different format than the one normal for the
>TOS 4.x mode. (It needs 64-bit page descriptors rather than 32-bit.)
>I do know how to do it though, and may do so later. Why do you need it ?

For me, the greater problem is acces in user state under $800, another
PMMU map is required ? Do you know if it's possible to found documentation
about PMMU on motorola WWW ?

>Or rather, what programs do you know that cause problems without it ?

My programs ! It's easy to insert a bug, for exemple in C a pointer to 0,
or in ass: move #0,-(sp) replaced by move 0,-(sp)...
I havn't another computer (ST(E)/FALCON/TT) for made tests.

>As mentioned in an earlier post, I do have a patch for the 'write protect'
>bit for TOS ROM access, if anyone needs it. AFAIK it is only needed for
>compatibility to the GEMRAM program by Martin Osieka. I myself always use
>this when running singleTOS (which I seldom do, however).

I have seen...WPTOSFIX.PRG, where I can found this patch ?

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

2881. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7hgoiqmpc1@user2.teleport.com>
Source record: 78784
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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--

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DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
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Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!
http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2882. NEW Atari ST SoftWare Sale. $10 titles! Brand NEW!

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7hgoe4mjn1@user2.teleport.com>
Source record: 78785
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've just added to my ST SoftWare Catalog 30 more titles. All brand
new. In my ST software catalog new titles are listed at $15. Just like
BattleZone below. But for a limited time the $15 titles ar on sale for
$10. So go ahead and check it out. All of these titles are *NEW.

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http://www.teleport.com/~bensmith/jagtrade.htm Atari Jaguar Game Trading Post

2883. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: nick@iipmail.demon.co.uk
Message-ID: <926673108.26228.0.nnrp-11.9e9835e9@news.demon.co.uk>
Source record: 78786

On 14 May 1999 06:55:26 , Derryck Croker wrote:
>On 11 May 1999 22:02:00 , Peter Schneider wrote:
>>Hi Derryck,
>>
>>DC>Yes, I've sent you an email as you request.
>>I got it. But I have still to extract it.
>No worries, I've replied to your email with the manual - you'll have to do a
>"search and replace" if you both decide to change to "Optimiser" :-))
>
>>DC>Thanks for your interest Peter.
>>And still remarks are welcome, especially with 'exotic' hardware (Milan, DVD ...).
>OK with MagiC6 and a CT2-equipped Falcon. 2Gb IDE drive.

OK with Nemesised AB040 too!

nick
''''''

2884. CAB/Magic Prob

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <373BF82C.533CA205@patent.gov.uk>
Source record: 78787

I use CAB 2.5/Magic 6/Outside/Sting/Stoop/Videl Inside on my 4meg Falcon with CAB working in and taking memory from my 150Meg P partition (2 Gig drive) to 'surf'. Most of the time stable, but a long page loading often locks up with 'System stack overflow. System Halted'. Have CAB defaulted to load no images and change to load images when get to final page. Work in 800x592x256i on RGB and use Zetnet as ISP.

Any ideas please.

Bob King

2885. Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: deano@sillysoftware.freeserve.co.uk
Message-ID: <373e0680.3074856@news.freeserve.net>
Source record: 78788

I've still got the following items for sale if anyone is interested.

Beginners guide to Machine Code Book 10ukp
Family Roots 2 5Ukp
Ez Art Pro 5ukp
Stac (St Adventure Creator) Manual and software 4ukp

All prices include p+p

Email me if you are interested.

Deano
Deano@sillysoftware.freeserve.co.uk
http://www.sillysoftware.freeserve.co.uk/index.html

2886. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drro16.17tyv8o9di5mcN@max01-009.enterprise.net>
Source record: 78789

Vidais Lovette <loveit@pacificnet.net> wrote:

> Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
> but all of a sudden it will just reboot itself. Can anyone tell me what the
> prob may be? Could the floppy drive be going bad? Thanks in advance!

My Mega 2 does the same, but sometimes it doesn't just reset but will
stay in the reset-mode. (60hz screen display. iyswim)

Let me know how you go on with checking the power supply as I may decide
to take mine in for repair.. (wonder how much thats going to cost me!!)

All the best

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2887. SV: CAF HELP

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <3gU_2.16215$1N3.12984@nntpserver.swip.net>
Source record: 78790

Hi,

> Here is my fist probleme:
> ------------------------
> When I record an audio file toto.aif on the
> empty part (500megabytes) of my HD,always
> there is a creation of an other empty file,named
> toto1.aif.
> If the size of toto.aif ,for example,is 100megabytes,
> then toto1.aif will be a size of 400megabytes(this
> file is empty) ,I have always the sizes:
> toto.aif + toto1.aif = part of HD, the part is full.

This is quite normal if you turn your computer off without exiting CAF
the way you should.
It's due to CAF's handling of the HD space. It reserves all of the
partition you're recording on for audio purpose until you quit the
program. After quitting CAF, this space is made available again.

> I asked Steinberg France about this probleme,they answered
> me laconicly: it looks like to a virus named "spacefiller".

They probably told you to buy a PC or a Mac too - they don't develop any
programs for Atari anymore, so they don't care about your problems :(

> Do you meet the same probleme ?

Only if you make "illegal" exits from the program - like if you switch
the Falcon off witout exiting CAF, or if you get a program crash which
exits unexpectedly or locks up the computer.

> How to avoid the creation of this empty parasite file ?

See above...

> How to erase this empty parasite file in CAF ?

You can't erase it while you're still running CAF - you have to do it
from the Desktop, the normal way...

> What about the answer of Steinberg France,is there a virus ?

Definitely NOT!

> Here is my second probleme:
> -------------------------
> When I load CAF,I can see there is 1megabytes RAM free left on the
> totality of 14mega.

> Is it normal ?

Quite normal. I complained about this fault to Steinberg a couple of years ago, but apparently they never got around to correcting it. You'll be able to use the extra RAM, but actually, you will get a negative value when checking it if CAF...

Best regards,

--
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2888. SV: Where are those Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <4gU_2.16216$1N3.12984@nntpserver.swip.net>
Source record: 78791

Hi,

> could some one repost those businesses that deal
> with second hand Atari hardware??

My company, Holmerup Musik & Data, is located in Sweden.
I don't deal much with second hand stuff though - only occationally...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

2889. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <7hh43i$l62@freenet-news.carleton.ca>
Source record: 78792

>> Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
>> rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
>> but all of a sudden it will just reboot itself. Can anyone tell me what the
>> prob may be? Could the floppy drive be going bad? Thanks in advance!

The problem is probably with the chips inside the computer. Whenever I have
a similar problem to the one you are experiencing, I open up my Mega and
VERY CAREFULLY pry up and reseat *ALL* the chips (especially the square
proprietary Atari chips). If this doesn't do the trick, I have been known
to pry out a chip, put some rubbing alcohol on the contact points, and
wiggle the chip back in.

I haven't had to do this at all since I moved my Mega down to the basement
where the temperature and humidity fluctuations during the year are much
less than on the upstairs floor (about three years ago).

Hope this helps,

Randy Kwak

2890. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <373c2e4822b8de0@mail.otenet.gr>
Source record: 78793

Hi Ekkehard,

on Wed 12-05-1999 22:19 Ekkehard Flessa wrote:

>Well, in my case it's Gemini. But that shouldn't matter. I did try using the
>mupfel only in order to see if it would report a more detailed error message.
>
>VP>Well, that's a puzzle, if you can see the remote drive folders, that
>VP>means you already have an open TCP connection with the remote computer
>VP>and everything should work from then on.
>
>That's what I expected, too.
>
Note that most (if not all) MagiC utilities (including the file selector),
will NOT revert to Fsfirst if Dopendir() fails. For the moment BNET.APP/ACC
alone (without the XFS) is not supporting the 'modern' calls (they are
optional anyway). Maybe it explains some of your problems using this
Falcon/Milan link.

>VP>Have you tried only with your Falcons and you have problems, or the
>VP>Milan (with MiNT/STinG) is somehow always between them ?
>
>I've tried with the Falcons alone. That's not difficult because the Falcons are
>linked together via Midi (or LAN, depends) and one of the Falcons is connected
>to the Milan via Modem2.
>
Ok, both your Falcons are running MagiC, so you can make two full BNET
installations (including the XFS). Leaving the problem with screenblaster on
your Falcon #1 for the moment (I'm sure you can live without it for a while,
to help me find any bugs ;-), have you a usable network between the Falcons
or not ?

>VP>Sorry, this is not clear to me. How can you access files from the
>VP>Falcon on the Milan, but the Milan doesn't pop up on the Falcon ?
>VP>Where should the Milan 'popup' ?
>
>Let me say it in other words... (guess english isn't the mother language for
>both of us ;-)
>
Yep, sure it's not ;-) And 'from' or 'to' is always confusing in networks,
more when there is no client/server.

>First, I started the STinG connection between Falcon #1 and Milan.
>Second, I started BNET.APP on both the Milan and the Falcon. No XFS on either
>machine, but multitasking available through MiNT and MagiC respectively.
>Third, I opened the newly available "P" Drives on both machines.

>Fourth, I saw the Falcon1 entry on the Milan, but no entry on the Falcon.
>
Please check your HOSTS.INF file on the Falcon. Make sure it's on the same
place as BNET.APP/ACC. Do you get an empty drive P:\ or is just the Milan
entry missing ?

>Fifth, I tried accessing some files from the Falcon on the P: drive that
>resides on the Milan and was able to both copy files from there to the Milan's
>harddisk as well as from the Milan's harddisk to the Falcon.
>Sixth, I encountered some kind of transmission problems as the transferred
>files were corrupted.
>
Well, that's the tricky part. Since none of us has ever experienced data
corruption with BNET under MagiC or single_TOS, that makes me believe that
something is wrong with the combination of MiNT/STinG/BNET. Since you don't
have problems with internet access and BNET 'steals' Trap #1 when its XFS
is not installed, this is something I have to check. I know that MiNT does
not like stealing its trap which it has stolen from the original ROM OS
etc ;-) Although BNET does it legaly (with XBRA etc), I have to suggest to
not use it until I make some tests, and maybe find a way to make it more
MiNT friently. It's not a bad idea though to check your STinG settings, ie
MTUs, STinG internal memory etc.

>Seventh, I shouldn't always start these sentences with "I" ;-)
>
Maybe, but it's more acurate for bug reports ;-)

Regards Vassilis

2891. Re: HD Driver 7.61 (nope!)

Newsgroup: comp.sys.atari.st
Date: 1999-05-14 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <373C2F69.2DFF@ooc.de>
Source record: 78794

Brian Roland wrote:

> Does that have anything to do with the time outs and such? I dunno...

No, this has nothing to do with timeouts.

> a Centurbo II pretty hard. Any proven success going that route?

No, this doesn't fix anything related to the Falcon's faulty SCSI/DMA
hardware.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

2892. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drujmk.pi28qad7gaggN@max04-081.enterprise.net>
Source record: 78645

Johan Klockars <rand@cd.chalmers.se> wrote:

> Nothing much. Just a PowerPC (MPC8240) at up to 266MHz...
> (I don't think the clock rate of the Tempest has been decided yet.)
>
> At 266 MHz that processor reaches 375 MIPS (Dhrystone (an old integer
> test program)), which should be ten or so times faster than an '040.
> At floating point the difference is probably even larger.
> (Estimated SPEC95 numbers are: int 6.6, fp 5.5)

I want one :-)

> Take a look at: http://titan-bss.co.uk/

You bet I will !

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2893. Re: Falcon's cache

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drujqa.ybrhhu1yxiqgwN@max04-081.enterprise.net>
Source record: 78646

Ekkehard Flessa <Ekkehard_Flessa@wun.maus.de> wrote:

> Is there another cpx active, which is also capable of setting the cache
> status? E.g. the older general.cpx from atari? If so, disable it (or the
> System info cpx, as you like) and try again.

I'll take a look, thanks

> That's due to limitations of TOS. I suppose that the ZIP media are in DOS
> format (as sold). To use these media under TOS, you will have to install
> BigDos. Or partition them to TOS format, but media with that format won't be
> usable on the iMac.

Ahh, I see. I'll try and download BigDos today then, thanks for all the
help.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2894. Atari Online News, Etc. #01-11

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <htR7TRi.dpj@delphi.com>
Source record: 78647

```
A-ONE #0111 05/14/99

~ People Are Talking! ~ Titan Now Core Design ~ Sears to Sell i-Macs
~ NUON Peripherals Shown ~ Pentium III Price Cuts ~ E3 Showdown!
~ Don Thomas Conference! ~ Apple Keeps Moving Up! ~ Pong Anyone?
~ Hasbro Licenses Q*Bert ~ Mickey Mouse Does N64! ~ New PowerBook

-* Gaming Industry Fights Back! *-
-* Woman Sues to Use '7 Dirty Words'! *-
-* Microsoft's "Permatemps" Get Stock Victory *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2895. ST NEWS Lamentation Pages First Anniversary

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: karies@wxs.nl
Message-ID: <373d3467.1795023@news.wxs.nl>
Source record: 78648

The ST NEWS Lamentation pages (at http://stnews.atari.org) have been around for a year. Cause for some celebration. The pages have been overhauled, *al* music ever released in ST NEWS included (except for one track) added, and all external links checked. Check it out and leave a congratulatory message on the guestbook if you like...

Richard Karsmakers

2896. ANOTHER WORLD - ATARI ST -

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: P'tit Lapin <cduquesne@multimania.com>
Message-ID: <7hk5f3$od6$5@front6.grolier.fr>
Source record: 78649

Visiter mon site sur l'Atari ST : http://AnotherWorld.atari.org

* Il y a les derniers ⊠mulateurs du m⊠ment,
* pleins de jeux en Fran⊠ais et en Anglais,
* des utilitaires : makedisk, fastcopy pro, works...
* et mon aide si vous avez des probl⊠mes.

Merci de votre visite...

2897. Epson printers code

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7hk8p1$n6d$1@front3.grolier.fr>
Source record: 78650

Well, I've urchased an epson stylus 440
Great thing but the doc is completely empty of interesting matter
SO i'm looking for ESC/P Raster code to modify the littles utility
I've made for my old HP500 (my son is happy to get it !)

Please give me code !!!

Oh! If someone has codes of an old 24 pins epson printer it's good
for me cause i'm preferently looking for caracterz tables and font
sizes avalaible to adapt with superbasepro

ok that's all folks !!

cordialement,

2898. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hkats$31d1@news.ajou.ac.kr>
Source record: 78651

```
On 13 May 1999 18:50:00 , Ronald Andersson wrote:
>Hi everyone,
>
>Centek have just mailed out a response to the Titan/Core statement that
>CT2B might be incapable of using a through-port for the expansion bus.
>
>The response was fairly long, and rather 'angry' in its tone, but it did
>contain some new and vital information for CT2B owners. It describes an
>add-on through port, very similar to the design which I suggested in a
>recent discussion here. In fact Centek have already built it, and have
>used it in successful tests with some graphics cards.
>(So much for Titan/Core veracity.)
>
>I suppose it is now just a matter of time until they make them available
>to CT2B owners. So through-port lack will not limit expandability.
>
>Another mail from Centek also mentions that they are now planning for the
>next CT2 production series. This will be identical to the CT2B, but will
>be renamed simply to "CT2" without any letter at the end. The reason for
>the new production is that the old series is already sold out !
>(Non-french retailers might still have some in stock though, I don't know.)
>
>--
>-------------------------------------------------------------------------
>Regards: Ronald Andersson mailto:dlanor@ettnet.se
>http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/
>-------------------------------------------------------------------------

LOL.
;)
```

2899. Hard Drive Partitions over 500megs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hkau2$31d2@news.ajou.ac.kr>
Source record: 78652

Recently setup several 800/900+ hard drive partitions on my 2.5 IDE.
Using HD Driver with TOS 4.04 Falcon. This works fine. Only
problem I have ran into is finding suitable software to defrag these
large partitions. So Far the only one I have found that works
correctly is ZORG which by the way is FREE! IIRC. However I have ran
into a problem with ZORG. It seems that if I have a very large amount
of files/folders on a partition, ZORG will run out of MEMORY?
This on a 14meg Falcon.

Anyone know a solution to this problem?

BTW, I know I can copy the partition over some where else to defrag
it, but thats a long way around the problem.

Also, Bought Hard Disk Sentry v.1.35E NEW for $39.00. Well the damn disk would
not work on the Falcon and I had to send it back to ChroMagic for
replacement. Still waiting for the replacement disk.................
I hope this isn't going to be another Disk Disappearing Act.
Like the Original Apex Media Disks that I never got BACK!!!
Cause I damn sure aint going to put up with that crap any more!

Anyone know if Hard Disk Sentry will work on partitons of 800 to 900+
megs? Probably won't but I thought I'd ask any way.

If there is any other software that will work correctly on a Falcon
IN TOS 4.04, then I'd like to know about it. If it don't work in TOS
4.04. I don't need it. Not going to setup some screwed up partition
scheme just to run defragging software.

phantomm@kih.net

2900. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <+lc5WJAw0cP3EwZr@steverosie.demon.co.uk>
Source record: 78653

In article <1drti7i.3zxttw1953yu4N@max01-069.enterprise.net>, Steve
<Steve@mguk.enterprise-plc.com> writes
>
>I managed to find a copy of Spin on the net, but it was the German
>version.. Anyway, it appeared waaay more complex to set up compared to
>Extendos <chicken, I know.. but it was all in German> ;-)
>I think I'll give System Solutions a call and ask them to be sure, as
>I'd like to stick to Extendos if I can. This app never fails to impress
>me, it is so easy and user friendly imo.
>Thanks for the reply anyway, appreciated.
>

Hi

When I looked at Spin, it looked identical to setup as ExtenDOS!!!!!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

2901. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: reschke@muenster.de
Message-ID: <7hkmae$hq4$1@nnrp1.deja.com>
Source record: 78654

In article <1drti7i.3zxttw1953yu4N@max01-069.enterprise.net>,
Steve@mguk.enterprise-plc.com (Steve) wrote:
> J WILKINSON <jwandjw@ihug.co.nz> wrote:
>...
> I managed to find a copy of Spin on the net, but it was the German
> version.. Anyway, it appeared waaay more complex to set up compared to

The official version is German, but there is also a separate archive
with english instructions. Both are available from

http://www.muenster.de/~reschke/soft_e.html#spin

> Extendos <chicken, I know.. but it was all in German> ;-)
> I think I'll give System Solutions a call and ask them to be sure, as
> I'd like to stick to Extendos if I can. This app never fails to
impress
> me, it is so easy and user friendly imo.
> Thanks for the reply anyway, appreciated.

--
Julian Reschke (mailto:reschke@muenster.de)

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2902. Re: For sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7hkkkm$r7e$1@news6.svr.pol.co.uk>
Source record: 78655

On 8 May 1999 17:04:24 G, "Mark Baines" wrote:
:>Suggested prices, all offers considered!

Oy!, where'd you think youuure bleedin going.

:>REPLY BY EMAIL ONLY

Well, you know me. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2903. Modem - Unusual Problem Sportster 14.4 - HELP!

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Kate and John Norton <jnorton@bwn.net>
Message-ID: <373de1d5.0@news.bewellnet.com>
Source record: 78656

We did some furniture rearranging and the power supply for my external US Robotics Sportster 14.4 modem got mixed up with some other power supplies or simply got lost.

I want to get my Mega ST back online.

Does anyone use the Sportster 14.4 (or have an old one) and would look to see what the specs are? I think I need the wattage, voltage output and mA (milli amps?) so I can match it up to a power supply.

The book is no help as it doesn't list any of these.

Thanks,
John Norton
Denver, Colorado

2904. SX212 modem/Calamus SL and more....

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: main@appstate.edu
Message-ID: <7hksl4$m03$1@nnrp1.deja.com>
Source record: 78657
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Check out this eBay auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=104658319

This lot contains the following items:

Atari SX212 modem with power supply
Calamus SL original disks and manuals
Introduction to Sound and Music Program with sampler cartridge.
RISK ST game

The SX212 can connect to EITHER the 8-bit or ST/PC computers. It's
a 1200 baud modem.
--
--
Thomas Main
main@appstate.edu

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2905. TCP/IP Stack, PPP, and apps for ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <373DF1D4.9ACF56EA@cheta.net>
Source record: 78658

I'm an Atari8bitter mainly but aquired a mega 4 ST a couple of years ago. I have a few questions.

My system is a mega 4 with a tweetyboard, an ICD Link II scsiface, a 600mb scsi hard disk, and a 38800 Hayes modem.

I have Mint and a cdrom running but the MiNT is a very early beta version.

Questions:

1) How do I get Web surfing going on this system? I am about to try Stik and cab but the docs don't make much sense to me. Help would be appreciated.

2) I have a line on a version of Linux which will run on the 68000. Anyone have more info on this?

3) Can I network this machine other than via serial line?

4) What upgrades are available?

2906. Atari chat

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <373DFACA.2DDF@geocities.com>
Source record: 78659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi folks, this is off the cuff, but if you are on the internet between
8 pm and 10 pm central standard time (starting one hour after this
message was posted) then stop in at...

http://www.atariusers.com/chat

Stop in for a few minutes, chat for a bit. Would love to see how the
rest of you are doing out there!

Talk soon!

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

2907. emulators

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Darren <lordogrin@geocities.com>
Message-ID: <7hl5qesfv2@autumn.news.rcn.net>
Source record: 78660

here is a link to alot of emulators from atari 2600,8-bit,ST to coleco,turbografx, and many others..

http://members.xoom.com/myname68/temp/temp/temp/em/

2908. Toad Computer overstock?

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990515000511.13873A-100000@hal.fishpool.fi>
Source record: 78715

Could whoever bought Toad's remaining stock when they closed,
please contact me if you still have some MEGA-STE motherboards.
Thanks.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2909. Re: Falcon's cache

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <373cbf885af7480@ping.be>
Source record: 78716

on Fri 14-05-1999 08:45 Ekkehard Flessa wrote:

>S>Anyway, I can use the Zip drive under MagiC, but not under TOS.
>
>That's due to limitations of TOS. I suppose that the ZIP media are in DOS
>format (as sold). To use these media under TOS, you will have to install
>BigDos. Or partition them to TOS format, but media with that format won't be
>usable on the iMac.

Or install freeMiNT 1.15.1. With MiNT you don't need to use BigDos
anymore. The Zip media as they come from the factory (IBM formated) can be
used without the need to partitioned them to TOS format. This way it's
very easy to swap the media from system to system.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://193.190.204.128/atari/

2910. Re: WTB: Mugshot...

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fyMBTFAwWLP3Ewsn@steverosie.demon.co.uk>
Source record: 78717

In article <7hhq0iabo3@news.campuscwix.net>, DarkChyld <darkchyld@pcc-uky.campuscwix.net> writes
>
> Title says it all... I'm looking to buy (at fair market value) a
> copy of "Mugshot" in good working order, complete with docs.....
>

This wouldn't be the program that you made faces with, as Floppyshop sold?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

2911. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7hiejhhmr1@nyheter.chalmers.se>
Source record: 78718

In article <1drpsou.wtk56sys9ixoN@max02-018.enterprise.net>,
Steve <Steve@mguk.enterprise-plc.com> wrote:
>Johan Klockars <rand@cd.chalmers.se> wrote:
...
>> >I need an 040Falcon!!
>>
>> No. What you need is the upcoming Tempest from Core Design...
>
>So what's so special about this then? (before you flame, I've only just

Nothing much. Just a PowerPC (MPC8240) at up to 266MHz...
(I don't think the clock rate of the Tempest has been decided yet.)

At 266 MHz that processor reaches 375 MIPS (Dhrystone (an old integer
test program)), which should be ten or so times faster than an '040.
At floating point the difference is probably even larger.
(Estimated SPEC95 numbers are: int 6.6, fp 5.5)

Take a look at: http://titan-bss.co.uk/
--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2912. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <373cbe0f$0$490@news.zetnet.co.uk>
Source record: 78719

> How's it working for you? I'm also saving for MPC6.1 (English) which is
> supposedly due some time soon according to the SysSol guy I spoke to in
> Stafford.

6.1 Have I missed a lot of versions ?
Kevin

2913. Re: Help! Digital Monitor Vs. Videlity

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <373cc2cb.0@diana.idirect.com>
Source record: 78720

On 14 May 99 22:31:40 GM, Daniel L. Dreibelbis wrote:
> Hi guys,
>
> today I decided that my Falcon needed a better monitor, so I
>splurged for a new monitor made by LG. Only now my settings I had for
>Videlity for Hi Res TrueColour isn't working at all! All I get is a
>blank screen, and even the Videlity/BSS logo doesn't show up on the
>first screen.
>
> Any idea what this could be?
>
> If it'll help, this monitor has 30-54 kHz hf, 50-90hZ vf, VESA plug
>& play, Energy Star compliant, resolution 1024x768 NI.

okay. I seem to be getting somewhere.

I dug out the HRTC program from the Nemesis disk and installed that
- and it booted up in 640 x 480 TC mode.

Now, if anyone knows what the frequency rates for this one are, I
think I can start experimenting with this puppy under Videlity. Any
thoughts?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2914. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7hij91$v0p$1@black.interact.net.au>
Source record: 78721

On 13 May 1999 23:09:18 , David Leaver wrote:
>On 13 May 1999 06:34:46 , Ronald Andersson wrote:
>>on Wed 12-05-1999 22:54 David Leaver wrote:
>>
>>>A small puzzle.
>>>
>>>Each time I boot, STinG 1.20 reports failure to load the DNS cache.
>
>(snip)

I'm not at all certain of this - there are too many parameters to vary
- but there does seem to be some incompatibility between MAGIC v 6.01,
HD Driver versions > 7.00 and STinG 1.20.

The problem I have described occurs with HD Driver v 7.71. It seems to
disappear if I revert to HD Driver v 7.00

Has anybody any theories?

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2915. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Adam Foster <afoster@zetnet.co.uk>
Message-ID: <373CCF9C.9817B458@zetnet.co.uk>
Source record: 78722

Hello...

Steve wrote:

> Vidais Lovette <loveit@pacificnet.net> wrote:

> > Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> > rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
> > but all of a sudden it will just reboot itself. Can anyone tell me what the
> > prob may be? Could the floppy drive be going bad? Thanks in advance!

> My Mega 2 does the same, but sometimes it doesn't just reset but will
> stay in the reset-mode. (60hz screen display. iyswim)

Something vaguely similar happened with my ST - it had a tendency to crash with a weird botched horizontal scan when the hard disk was accessed, particularly on startup. It took some time to diagnose; at first I thought it was a software problem, then a serious problem inside the ST (I thought it was dying). It was a rather weird - the ST had a tendency to crash continously for my mum, but when I had a look at it, it worked first time - after I moved it to a more comfortable typing position.

It turned out to be a bad contact in the hard disk socket, which was fixed with a spot of Servisol and a flathead screwdriver - I bent the pins in the plug apart slightly, so they actually touched the contacts. The ST hasn't had a similar crash at all for months, and looks like it might last another ten years (it's used almost daily by my mum).

Just another possible solution...

Adam Foster (now happy with numerous PCs running Linux)

--
Adam Foster - afoster@zetnet.co.uk
+--+
'My software never has bugs - it just develops random features.'

2916. Re: winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: rsw@ecn.ab.ca
Message-ID: <373cd77b.0@ecn.ab.ca>
Source record: 78723

:> <rsw@ecn.ab.ca> wrote in message news:373a1e45.0@ecn.ab.ca...
:> i've d/led a program called WinSTon (Atari emulator for PC)

: Joe Connor (joe@inactive.SPAMBLOCK.cix.co.uk) wrote:
: Try TOSBOX instead.

ta. i d/led that one. it works better than WinSTon for Phoenix. no crash (so far), but it does not like running FLM/SEQ/DLT's too much. and on Diamond Back it only seems to be able to read some of my split files, not all of them; which, unfortunately leads to it not transferring it at all.

i may experiment with restoring them in the STe, then re-transferring them to the PC. very time-consuming, but i'd like to have full access to my anims. will probably have to break them down into their constituent parts (degas files), use ImageCopy to flip them to GIF's, then re-compile them in the appropriate PC program.

pity there isn't an FLM, SEQ or DLT to AVI convertor for the ST. i'd thought that Lexicor had made something like this, but all i could find on my disks were various FLI/C/X inter-changes. may take another dig through UMich and see what's been added since the last time i browsed.

oh yeh. does ICD still exist? i'm using their Link2, but i wouldn't mind finding out what updates there's been to their software since i bought it. quite a few i'd expect.

anyway, thanx.
rob
rsw@ecn.ab.ca

2917. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea811@oden.se>
Source record: 78724

Hi Ekkehard,

on Thu 13-05-1999 23:19 Ekkehard Flessa wrote:

----- snip ----- re: BNet/Gemini problem with lowercase filenames
>
>Well, that might be a problem if that switch is set. But it isn't, and thus I
>can see the Filenames as they are, lower case or upper case or mixed, whatever.
>This was _not_ the problem, but Kobold created a lowercase filename on a FAT
>drive where only *uppercase* filenames are legal.

In that case it may of course be a Kobold problem too. It does not deal at
all properly with some pure GEMDOS file systems, and would really neead to
be updated to gain some capabilities. Kobold copying only works right for
me on a few of the filesystems that I use (even in GEMDOS mode).

Kobold is very good at the things it was made for, but it has not been
updated to deal properly with all longname and link issues.

I really believe that BNet deals correctly with the filenames, as there is
no problem when I let Things's built-in copier access BNet, either for the
source or destination.

>RA>(Sorry, I only have it in German)
>
>Well, as I'm a German, that doesn't matter ;-)

But most other readers of this newsgroup are not, including Vassili, and
as the 'group language' is english I felt that I should mention why I did
not keep to it.

>RA>As Gemini is no longer actively developed, I suggest that Ekkehard
>RA>switch to Gemini's closest 'active' relative, Thing, instead.
>
>I have it here and installed, but will not switch over to it because installing
>lots of icons and stuff is too much work to do.

It takes work to configure it fully of course, but it is well worth doing.

>In general, I do not encounter any major problems with Gemini. Well, there are
>some minor limitiatons, but I can live with these.

That is up to each user of course, but I think you would gain by updating
your system to use Thing, as many things have been developed since Gemini
was last updated. This applies both to modern filesystems and AV-protocol
extensions as well as various multitasking compatibility issues.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2918. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea812@oden.se>
Source record: 78725

on Fri 14-05-1999 00:56 Pascal Ricard wrote:

>Hello,
>
> in article <7hemtr$m2o$1@snipp.uninett.no>
> Jo Even Skarstein wrote on Thu 13-05-1999 14:17 (GMT):
>
>> > But this only makes the FastRAM accessible as Alt-RAM, not as TT-RAM,
>> > so there are still some TT-RAM programs that don't work.
>>
>> Which ones?
>
>I have a Falcon Magnum Fast-RAM card. M_Player doesn't like it very
>much.

I know nothing about that RAM card, but I don't think the problem is due
to any fault in M_player. Being a registered M_player user, I have used
it quite a lot, and it does work fine in the FastRAM of my CT2B, even if
that is activated on the 'physical' addresses that do not match TT-RAM.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2919. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea813@oden.se>
Source record: 78726

on Thu 13-05-1999 23:09 David Leaver wrote:
>On 13 May 1999 06:34:46 , Ronald Andersson wrote:
>>
----- snip ----- re: DEFAULT.CFG setting "DNS_CACHE = 100"
>
>I had DNS_CACHE = 64, which I think is value in the example
>DEFAULT.CFG

It is, and that normally should be enough. Extensive surfing may cause
more than 64 soymbolic addresses to be resolved, and then it is useful to
have a larger value, that is all.

----- snip ----- re: DEFAULT.CFG setting "DNS_SAVE = TRUE"
>
>I have this. Again I think it comes straight from the example file.

It does, but I was worried that you might have removed it in editing.

----- snip ----- re: DEFAULT.CFG setting "ALLOCMEM=100000"
>
>And I have exactly that.
>
>I have tried Dave Murphy's solution. It proved to be a once-only fix.
>That is, I had been connected with DNS_CACHE = 64. I disconnected and
>edited DEFAULT.CFG to DNS_CACHE = 128 and rebooted. STinG found the
>cache file. I connected, did a bit of surfing, disconnected and
>rebooted. Cache loading failed again.

Weird. I hate things that work 'intermittently'. They are always hard
to debug, as the 'intermittent' stuff never happens when you expect it.

Just a wild shot:

Running out of STinG RAM is one of the things most likely to disturb the
resolver module and its handling of the DNS cache file.

Have you tried raising both DNS_CACHE and ALLOCMEM to some higher value
at the same time. (eg: 200 and 200000) If that makes any difference we
might get some clue from that. Also, what are your MTU, MSS, and RCV_WND
settings. These all contribute to consumption of STinG RAM, and that may
contribute to this problem.

Do you often have connection failures where it seems as if a server just
drops the connection ? If they do, and do not close the connection
properly, then there may be a time delay before the RAM blocks of that
connection can be released. Also, if clients are killed without having
closed connections, then some STinG RAM may be locked away until the

next reboot.

You can inspect the amount of STinG RAM available at any time by using
the memory tools of STING.CPX or of the dialer. This will show both the
total sum of STinG RAM free, and the largest contiguous free block.
Note that a _lot_ of fragementation of STinG RAM is quite normal, so
there may be a large difference between total sum and largest block.

>A problem with the size of the file being written and read perhaps??

I can't deny the possibility, as I don't fully understand what is going
on with your system yet. If true, then the big question is why it does
not happen more consistently for other users. That is why I believe
that there must be some other explanation.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2920. Re: Pb CT2B memory $0 to $7FF in user s

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea814@oden.se>
Source record: 78727

Hi Didier.

on Fri 14-05-1999 08:21 Didier MEQUIGNON wrote:
>On 13 May 1999 20:49:00 , Ronald Andersson wrote:
>
----- snip ----- Re: CT2B allows user mode access to system vector RAM
>>
>>Another similar problem is that no bus error signal is generated by CT2B
>>hardware when a write access is made to the TOS ROM area.
>
>Yes I know, no bus error for:
>
>- writing to ROM.
>- acces in user state under $800.
>- acces to I/O ($FFxxxx) in user state.

Ooops! I forgot to test the last item myself. That really needs to be
fixed. Else any user APP running amuck can ruin the hardware operation
with fatal consequences to harddisk writes that then follow etc. That is
why we need these bus error signals, so that programs doing such things
are stopped at their first illegal move.

I'd better start making a new patch for this then.

>>I have not bothered to make a patch for the 'super' stuff, as that does
>>require using a PMMU map of different format than the one normal for the
>>TOS 4.x mode. (It needs 64-bit page descriptors rather than 32-bit.)
>>I do know how to do it though, and may do so later. Why do you need it ?
>
>For me, the greater problem is acces in user state under $800, another
>PMMU map is required ?

Yes, but it is not all that hard to do. Most of the map can remain as-is.
But a new sub-table is needed for the low ram area, to allow using the
supervisor flag, as that does not exist in a 32-bit page descriptor such
as the present map uses. A small TSR program can solve this.

>Do you know if it's possible to found documentation about PMMU on
>motorola WWW ?

I have never looked for it, but they usually put the entire CPU manuals
up for download in PDF format. One reason for _not_ using those files,
however, is that they are also fairly generous about sending free copies
of the finished manuals (much preferable to homemade printouts). It may
help if the request for documentation is phrased such that it appears to
be needed for a commercial project involving Motorola chips. ;-)

AFAIK they have never refused such requests.

I'm not sure if all of the PMMU info is available in a single manual now.
Motorola has organized manuals differently over the years. The ones I
have use a common "Programmer's Reference Manual" for 68000-68040 plus
68851/68881/68882, all in one volume. But the real 'nitty-gritty' on the
PMMU is found in the "Microprocessor User's Manual", which came as one
separate manual for each processor type.

>>Or rather, what programs do you know that cause problems without it ?
>
>My programs ! It's easy to insert a bug, for exemple in C a pointer to 0,
>or in ass: move #0,-(sp) replaced by move 0,-(sp)...
>I havn't another computer (ST(E)/FALCON/TT) for made tests.

True, it helps debugging to have all illegal accesses cause an exception,
especially when using a debugger that can 'catch' them, like MON/AMON.

>>As mentioned in an earlier post, I do have a patch for the 'write protect'
>>bit for TOS ROM access, if anyone needs it. AFAIK it is only needed for
>>compatibility to the GEMRAM program by Martin Osieka. I myself always use
>>this when running singleTOS (which I seldom do, however).
>
>I have seen...WPTOSFIX.PRG, where I can found this patch ?

I intend to place my patches on my homepage soon, but I want to update them
first, to include the IO and system vector protection that we have discussed
in this thread. When they're available on my page i will post that fact here.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2921. Re: CAB/Magic Prob

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea815@oden.se>
Source record: 78728

on Fri 14-05-1999 11:17 BobKing wrote:

>I use CAB 2.5/Magic 6/Outside/Sting/Stoop/Videl Inside on my 4meg Falcon
>with CAB working in and taking memory from my 150Meg P partition (2 Gig
>drive) to 'surf'. Most of the time stable, but a long page loading often
>locks up with 'System stack overflow. System Halted'. Have CAB defaulted
>to load no images and change to load images when get to final page. Work
>in 800x592x256i on RGB and use Zetnet as ISP.

On a 4MB Falcon, using MagiC and the normal boot stuff needed then, such as NVDI which you do not mention but I assume you use anyway (CAB wants it), there is not much memory left when you have booted up into a decently recent desktop.

Using OUTSIDE is no real help in this, as very few autofolder TSR's are capable of being swapped without problems (NVDI, STinG, etc), which is why OUTSIDE also ignores swapping for normal TSRs. This is absolutely necessary as interrupt routines do not normally support being swapped. (They are time critical, and may conflict with harddisk access anyway.)

This means that not much RAM will be available for virtual memory swapping and that leads to 'intense' swapping when running any large applications that need a lot of memory, such as CAB.

In all cases I have seen that leads to MagiC bombing (sooner or later) in the way you describe (with some variations of course). I do not think this has anything to do with either STinG or CAB as such, but rather that it indicates a generic problem that MagiC has with supervisor stack allocation and RAM allocation in general. This is naturally further strained by the virtual memory swapping which causes stack intensive calls to be made from inside other system functions, thus using the stacks to a much greater extent than would be the case without virtual memory.

The only good solution is to upgrade to more physical memory, and the easiest way to do that is by aquiring a 14MB ST-RAM board.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2922. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373cf7ae2aea816@oden.se>
Source record: 78729

on Fri 14-05-1999 12:35 Steve wrote:

>Vidais Lovette <loveit@pacificnet.net> wrote:
>
>> Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
>> rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
>> but all of a sudden it will just reboot itself. Can anyone tell me what the
>> prob may be? Could the floppy drive be going bad? Thanks in advance!
>
>My Mega 2 does the same, but sometimes it doesn't just reset but will
>stay in the reset-mode. (60hz screen display. iyswim)

That is probably due to oxide or low contact pressure in the PLCC socket
of the 'GLUE' chip. Such aging problems are quite common on older machines.

I don't think it is the PSU in your case, as a power glitch would not
prevent the system from rebooting normally in 50Hz mode. But a 'GLUE'
running 'marginally' due to bad socket contact has been known to
cause such effects (and worse too).

Careful cleaning, and 'flexing' of socket pins, can restore such a machine
to original reliability. I had to do that for all of the socketed chips
on the TT I acquired some time ago, before it would run reliably, as this
was one of the oldest TT models.

NB: _Never_ attempt to 'flex' the pins of the PLCC chips themselves, as
they will inevitably break then. You can clean these pins, by careful
'rubbing' with a blunt metal edge (eg: small 'flat' screwdriver), but
all bending of the pins must be avoided.

The 'flexing' I recommend only applies to the contacts of the PLCC sockets,
and even so it must be done with great care. If you do not already realize
what I mean, then you are probably not the right man to do it... ;-)

Often just removing and then reseating the chips will be sufficient to
establish proper contact again. Just be careful about how you remove
the chips, as it is possible to break them (or even the PLCC socket),
and make sure you never try to reinsert them with wrong orientation.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2923. FOR SALE:DYNA CAD

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: stevebj@acay.com.au
Message-ID: <373cf869.182777@news.acay.com.au>
Source record: 78730

For Sale: Dyna CAd Computer aided Design and Drafting for Atari. This is a complete and "unused " package with dongle protection. Was VERY expensive when first released.
You can purchase it for $300 Australian.

If interested, reply via email please.

Steve

2924. Re: What parity 30 pin on Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373d0a363965b80@oden.se>
Source record: 78731

on Fri 14-05-1999 15:44 danceon wrote:

>can anyone tell me what 4 Mb simms 30 pin are used in 14MB memory
>expansion boards for Falcon030 ?

What board is that ? I've never seen any such board.

>Is it parity or non parity ?
>If parity 3 or 9 chips ?
>If non parity 8 chips or 2 ?

As Falcon does not use RAM parity bits they normally do not matter.
Some CMOS RAM chips may want the inputs for parity to be grounded,
to avoid static voltages, but for most designs this has no effect
on the bits that are used. It is the same for SIMMs in an STe.

The best solution is to not use 30-pin SIMMs at all, but to use
a 32 bit wide modern 16 Mb SIMM instead. That is what I have in
my Falcon (using a homemade board). The SIMM is actually 36 bits
wide, but the four parity bits are simply ignored.

I think only non-EDO SIMMs are suitable for such use, as EDO SIMMs
may cause RAM-databus conflict with Videl. (I never tried it though.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2925. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373d0a363965b81@oden.se>
Source record: 78732

Hi Johan,

on Sat 15-05-1999 00:20 Johan Klockars wrote:
>
----- snip ----- re: inquiry about TEMPEST board
>
>Nothing much. Just a PowerPC (MPC8240) at up to 266MHz...
>(I don't think the clock rate of the Tempest has been decided yet.)
>
>At 266 MHz that processor reaches 375 MIPS (Dhrystone (an old integer
>test program)), which should be ten or so times faster than an '040.
>At floating point the difference is probably even larger.

That is all very well, as far as PC usage goes, but if we want a power PC we can go right out and buy one. That'll probably be near the same price, as they are being mass produced to a much larger extent than any design specific for the Falcon (or any Atari computer) can be.

The important thing to us Atari fans is how fast it will be when emulating a 68030. It will probably still be pretty fast, especially if the 68030 emulation is implemented as a native RISC code program, but it will still have to be way slower than the raw specs say, when measuring effective speed of the CPU emulation. A 'nembench' result file produced on such a system would tell us more relevant data, for use in comparing the speed to that of other Falcon accelerators.

Compatibility to Falcon will probably be a lot better than for most other Atari emulators, as all Falcon hardware will be accessible, but for those things the speed will be pretty normal, precisely because it is the same hardware.

All in all, it is an interesting project, but we need better estimates of the effective speed to be expected when that board is running 68030 code.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2926. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373d0a363965b82@oden.se>
Source record: 78733

Hi David,

on Sat 15-05-1999 01:39 David Leaver wrote:
>
----- snip ----- re: STinG reolver failing to load CACHE.DNS file
>
>I'm not at all certain of this - there are too many parameters to vary
>- but there does seem to be some incompatibility between MAGIC v 6.01,
>HD Driver versions > 7.00 and STinG 1.20.

I doubt that very strongly indeed.
I myself only use MagiC 6.00 and HDDriver 7.51 at the moment, so I can't
disprove your hunch, but I think others can do so.

>The problem I have described occurs with HD Driver v 7.71. It seems to
>disappear if I revert to HD Driver v 7.00

If that is indeed the case (and I doubt that it is the real cause), then
that could be due to a bug in HDD 7.71 of course. I don't have it myself,
so I can't test that. But I fail to see what kind of problem would affect
only the STinG resolver this way.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2927. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <373cebb3.38837655@news.demon.co.uk>
Source record: 78734

On Wed, 12 May 1999 21:41:56 -0700, "Vidais Lovette"
<loveit@pacificnet.net> wrote:

>Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
>rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
>but all of a sudden it will just reboot itself. Can anyone tell me what the
>prob may be? Could the floppy drive be going bad? Thanks in advance!

My money goes on the PSU as well. Every ST I've got has developed this
problem eventually - the PSU's slowly cook themselves.

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

2928. Re: change rez prg

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926757449.12229.0.nnrp-08.9e985e5c@news.demon.co.uk>
Source record: 78735

kevin dermott wrote in message <373cbe0f$0$490@news.zetnet.co.uk>...
>
>> How's it working for you? I'm also saving for MPC6.1 (English) which is
>> supposedly due some time soon according to the SysSol guy I spoke to in
>> Stafford.
>
>6.1 Have I missed a lot of versions ?

Nope: they've just standardised the numbering across platforms:

PC 1.2 = Atari 5.11 = Mac 2.?

PC 6.1 = Atari 6.1 = Mac 6.1 (not sure if the Mac version is out yet)

MPC 6.0 has definitely been out for a while in Germany. The SysSol guy said
they were waiting for 6.1 as it was due any day, rather than releasing 6.0.
No real indication of time scale, though.

It's supposed to be very much faster and has lost the 14Mb memory limit,
among other goodies.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2929. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hjf1d$84i$1@news5.svr.pol.co.uk>
Source record: 78736

On 13 May 1999 18:49:36 , Ronald Andersson wrote:
>on Thu 13-05-1999 06:56 Derryck Croker wrote:
>>On 11 May 1999 18:30:43 , Jo Even Skarstein wrote:
>>
>>>This is how it's done on the AB as well, and a friend of mine also managed
>>>to break this pin... He did fix it though, if you want to know how he did

>>I wouldn't mind betting that he milled down from the top of the chip to
>>I used that technique to fix a broken pin on my STFM's serial port chip.
>
>The MFP you mean ?
>That's a lot more than a serial port, though it does contain "Modem 1".
The very same, the exact name escaped me! :-))

>I did a similar repair job once by carefully cutting into the top edge
>of an IC, so as to expose the metal just inside the break. That was on
>the SCSI DMA chip of my TT (big PLCC IC package).
A real knee-wobbler, but at this stage of the proceedings you're no worse
off if it doesn't succeed! :-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2930. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hjf1e$84i$2@news5.svr.pol.co.uk>
Source record: 78737

```
On 12 May 1999 20:58:00 , Peter Schneider wrote:
>Hallo Derryck,
>
>DC>I prefer the -ise suffix myself, but will respect the wish expressed.
>i'm a bit sorry about that. Yesterday I called Hans-Peter on the phone,
> and on that subject he said>...
>
>....that he had known about it! :-)
It's a very fine point! ;-))

Rgds, Derryck

/----------------------------------------/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/----------------------------------------/
```

2931. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hjf1g$84i$3@news5.svr.pol.co.uk>
Source record: 78738

On 13 May 1999 06:16:54 , "John Whalley" wrote:
>Derryck Croker wrote in message <7h8tvqjst1@news6.svr.pol.co.uk>...
>>On 8 May 1999 00:53:31 +, "John Whalley" wrote:
>>
>>>>LIMITMEM.TTP
>>>
>>>This is a hangover from earlier MagiC versions: you used it to modify
>>>program files to limit the amount of memory they could grab - useful for

>>OTOH jinnee accesses this utility if you ask it to limit an app's memory
>>under "install app".
>
>This sounds like a retrograde step. I believe LIMITMEM can cause problems
>with some programs (eg Calamus) that check themselves and refuse to run if

When I was forced to make an ICE-packed version of Cal 1.09N a long while
back, I determined that the check process of Calamus could be circumvented
by renaming with a different extender! :-))

>they've been modified. You can set memory usage within Calamus so there's a
>workaround, but does Jinnee tell you it's going to modify the program file
>before it does it, so the unwary can make a backup?
Nope. I prefer Thing's approach to this problem TBH.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2932. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hjf1k$84i$4@news5.svr.pol.co.uk>
Source record: 78739

On 13 May 1999 18:50:00 , Ronald Andersson wrote:
>Hi everyone,
>
>Centek have just mailed out a response to the Titan/Core statement that
>CT2B might be incapable of using a through-port for the expansion bus.
>
>The response was fairly long, and rather 'angry' in its tone,

That's hardly surprising. Core Designs really jumped to a big conclusion
about the missing thro' port, but OTOH Centek didn't do themselves any
favours by saying that the port was only for Fenix development.

>contain some new and vital information for CT2B owners. It describes an
>add-on through port, very similar to the design which I suggested in a
>recent discussion here. In fact Centek have already built it, and have
>used it in successful tests with some graphics cards.
>(So much for Titan/Core veracity.)

Exactly.

>Another mail from Centek also mentions that they are now planning for the
>next CT2 production series. This will be identical to the CT2B, but will
>be renamed simply to "CT2" without any letter at the end. The reason for
>the new production is that the old series is already sold out !

Wouldn't it be nice if the thro' port reappeared!

>(Non-french retailers might still have some in stock though, I don't know.)

System Solutions do AFAIK.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2933. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <373d56182073142@club-internet.fr>
Source record: 78740

Hello,

in article <373cf7ae2aea812@oden.se>
Ronald Andersson wrote on Sat 15-05-1999 03:29 (GMT):

> >I have a Falcon Magnum Fast-RAM card. M_Player doesn't like it very
> >much.
>
> I know nothing about that RAM card, but I don't think the problem is due
> to any fault in M_player. Being a registered M_player user, I have used

It should be ok but I do not understand why it is not. Neither do
Guillaume.

> it quite a lot, and it does work fine in the FastRAM of my CT2B, even if
> that is activated on the 'physical' addresses that do not match TT-RAM.

Very good :-)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
"Just remember that the last laugh is on you..."

2934. May CACUG Meeting

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: aa778@cleveland.Freenet.Edu
Message-ID: <7hjl63bco1@alexander.INS.CWRU.Edu>
Source record: 78741

The May 17, meeting of CACUG (Cleveland Atari Classics User Group)
will be open to all Atari platforms. It will be held at the
Peoples Community Church, at 631 North Rocky River Drive
in Berea, Ohio at 7:30PM. All are welcome to attend.

Thank you,
Martin Quinones
President CACUG

For more info or directions please contact

Martin Quinones : ak527@cleveland.freenet.edu
or
Jim Krych : ab453@cleveland.freenet.edu

Or come visit us via the Internet at
telnet to: frenet-in-c.cwru.edu
once connected type "go atari" and
enjoy. You can also dial direct at
216-368-3888.
--
IBM OS/2 Warp 4.0 - WinNT 4.0 Fred Horvat
Win98 - MagiC 5.03 - BeOS 4.0 Free-Net Atari Portfolio Sigop
File Attachments to : fmh@netzero.net Atari Classic/LYNX/Jaguar gamer

2935. (no subject)

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Sylvia van Kuringen <kuringen@iae.nl>
Message-ID: <373D5B97.89F9BD35@iae.nl>
Source record: 78742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari,comp.sys.atari.st

```
unsubscribe
```

2936. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drticb.ixj3r8pr13pcN@max01-069.enterprise.net>
Source record: 78743

Vidais Lovette <loveit@pacificnet.net> wrote:

> Steve, it seems that spraying the conduit on the contacts did the trick. My
> Atari has been holding up ever since yesterday. I left it on all night just
> to see if it would start rebooting on it's own again. So far....so good!

Good news. What kind of spray did you use? My cousin did something similar with his old STe a few years back. This kept failing every so often, so in the end his simply whipped off the case and sprayed it with WD40. I couldn't believe it and thought what an idiot, but it worked for years after :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2937. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-15 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drti7i.3zxttw1953yu4N@max01-069.enterprise.net>
Source record: 78744

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> I know there is ExtenDOS Pro v2.4a, but a new ExtenDOS Gold has been
> released some time ago.
>
> I think all versions are in english. The author Roger Burrows certainly
> has an english sounding name, even though he is Canadian?
>
> System Solutions will tell you the latest version of ExtenDOS Gold, but
> as far as I know it doesn't read MacHFS yet. Spin 0.34 DOES, I am told
> by the author Julian Reschke, read Mac HFS CD's.

I managed to find a copy of Spin on the net, but it was the German
version.. Anyway, it appeared waaay more complex to set up compared to
Extendos <chicken, I know.. but it was all in German> ;-)
I think I'll give System Solutions a call and ask them to be sure, as
I'd like to stick to Extendos if I can. This app never fails to impress
me, it is so easy and user friendly imo.
Thanks for the reply anyway, appreciated.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2938. Re: Mavis Beacon vs. my Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hn61lgmp1@news.campuscwix.net>
Source record: 78595

On 16 May 1999 04:38:46 , Clayton Murray wrote:
->Hi Atarians,
->
->I just got a used "Mavis Beacon Teaches Typing" thru Ebay at a good price.
->Only problem: I can't get it to run on my Falcon - yet. Before I wear out
->my reset button, I thot I'd ask my Atari friends if anyone has successfully
->managed to get Ms. Beacon to get along with Mr. Falcon. I have a few "ST
->Emulators" for my Falcon, but there are a lot of possible configurations.
->I have Nemesis installed. Also - (assuming I ever get it going) has anyone
->managed to get Mavis Beacon to run off of the hard drive?
->
->Thanx for any help,
->
->Clayton Murray
->claytone@aa.net
->Seattle, WA USA
->.

Hi Clayton. I wish you luck. I never could get my copy to run on my
Falcon, under any configuration. ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

2939. Re: AdSpeedST (was: Re: 8 or 16 mhz??

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hn6gdgmp2@news.campuscwix.net>
Source record: 78596

On 16 May 1999 18:04:25 , Steve Sweet wrote:
x
->The software utils you mentioned allowed you to throttle up/down on
->the fly. I always left my accelerator flat out and had no need to
->ease off the gas.
->
->
-> Regards from STEve & his nice warm cosey PAK'd MegaSTE.

Yep, same here for my BBS which uses an Adspeed equipped Mega ST4.

Unless...you try to view Spectrum or Photochrome pictures. In that
case you have to drop back down to 8mhz, since their software is
hard-synched at that speed...Note that the Adspeed software is just
great for this too, an option allows you to list the software that
you want to use at 8mzh, and it will switch automagically when you
run any from that list... Very cool. ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_____________/_____________/ /
\_____________________________________________________________\/
```

2940. Re: Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rsw@ecn.ab.ca
Message-ID: <373f1eab.0@ecn.ab.ca>
Source record: 78597

Steve (Steve@mguk.enterprise-plc.com) wrote:
: I remember from years ago there being a tiny util to set the STs ram to
: a certain amount. This was usful for programs that didn't like STs with
: 4mb ram.
: I remember this util from many many years ago, but can't find a copy on
: the internet. Any ideas?
---
try umich archive site <gopher://gopher.archive.merit.edu:7055/11/atari>,
they may have the program there.

i _think_ it was called "MAKE1MEG.TOS" or maybe PRG. i may still have it
somewhere on an old games disk. let me know if it doesn't turn up there.
i'll do a dig-around in my older disks for it.

rob
rsw@ecn.ab.ca

2941. SCSI Hard Drives for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Roy Goring <roy@REMOVEincontrolinternet.co.uk>
Message-ID: <373f2cee.0@news.madhouse.uk.com>
Source record: 78598
Cross-posted to: alt.atari,comp.sys.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Hi All,

I have got a few more SCSI Hard Drive in :-)

2.1Gb £60
4.2Gb £100

This includes postage in the UK

For those outside the UK email me for prices in your own currency plus
postage.

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

2942. Re: Belgian FTP site changed IP

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Karl Samyn <saka@village.uunet.be>
Message-ID: <373F2EEE.F18F42FF@village.uunet.be>
Source record: 78599

Hello everybody,

Thomas Binder wrote:
>
> Maybe the ftpd there is run over tcp wrappers that only allow access to
> certain hosts?

the problem should been resolved now.
like Thomas said... we forgot to addapt one file.
Jan De Smedt could get access because he has also UUNET as ISP.
Like I said there should be no problems anymore now, if so... please let
me know.

--
Saka -- Karl Samyn
ir telecommunications

2943. Looking For 520ST Power Supply

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Paul Burg <zoupman@erols.com>
Message-ID: <7hnd46$4b3$1@autumn.news.rcn.net>
Source record: 78600

Just got a 520ST at a flea market with no power supply for 10 bucks. If anyone has one for sale or knows a place that sells them please let me know.

zoupman@erols.com

2944. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <373ec22e4517f0@HORMEL.bc.sympatico.ca>
Source record: 78601

on 16-05-99 Ronald Andersson wrote:

>The DEF_RTT setting, with a default value of 200 ms, is intended to give
>the ISP side to 'shake hands' (ie: extend TCP window) befor the STinG
>side starts retransmission of already sent blocks. Many providers can
>not respond that fast, so the connection congests, using the majority of
>the bandwidth for retransmissions.

The default value for DEF_RTT is 50, not 200. Anyway, changing this
value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2945. Links for an 520STFM

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Daniel Peterson <pythas@hotmail.com>
Message-ID: <7hn7ovila1@news.alaska.edu>
Source record: 78602

I just picked up a 520STFM from a thrift store for $2.99, and am curious what any good pages are for information about it. I did a bit of rummaging on the web, and found some info, but was curious if anyone on this group had some good links to take a look at. Thanks.

--

Sic Semper Tyrannis

2946. Gemulator and CAB

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <373DE1AA.B94E9B07@ihug.co.nz>
Source record: 78661

Can anybody tell me if gemulator runs cab?

2947. Re: W: Games for SM124

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: mdheus@csi.com
Message-ID: <1drtc7x.eqklgb4csiiuN@mun-c45-023-vty78.as.wcom.net>
Source record: 78662

Claus Gebert <gebert@uni-muenster.de> wrote:

> > Actually I was thinking just recently of resurrecting Gilgalad (which
> > was freeware btw) from its GfA-BASIC ashes. Time to dig out one of my
> > Ataris, reclaim my SM124 from a fellow former ST user and search for the
> > source. Hmmm, X-plat C(++) code or Java that's the question...
>

...while I haven't been able to get a working Atari in short order (or a source copy on a readable disk) I found the binary package of the game somewhere on the 'net and even found a working emulator.

> Of course freeware. How could I forget when the game always reminds me
> saying "Public Domain" ;-)

So I obviously was even more generous than I thought :-) Well, I can top this...
>
> But it would be great if you could port it to something more modern.
> Java might be more future-proof, but then maybe not...

"maybe not" exactly describes my sentiments about Java :-) . Anyway, I am already pretty far into doing a X-plat ANSI-C version of Gilgalad, using the original data files, some recent hands on experiences :) and some glimpses into the binary.

As it stands (on a Mac for the time being) only the surrounding screens (title, high scores, Instructions, game over), the artifact pickup/use, the message scroll, the big critters, the level change, some scoring/life things and the fading effects are missing. But it already sports nearly identical graphics, a timing pretty close to the original ST version and of course its decade old unique twists and bugtures...

Ports for Windoze and probably Linux/X11 are planned and will probably be quite easy to do since the amount of platform dependent code is fairly small. This time the source code will also be PD, so maybe I will be able get it from the net another decade later, just in case I'll have lost it again :-)

>
> BTW, you don't have a version of it where one has some more live at the
> beginning? I am sorry to admit, but after all these years I never
> finished Gilgalad. Level 5 was the best so far (although I am playing
> more frequently the last weeks and maybe I'll make it this time...)

The word at offset 9854H into the Gilgalad binary contains the amount of "live" you have at the start of the game. It should contain 0bb8H in an

unmodified binary. The things you find out when you try to dig out info
from an old binary... Btw: level 5 was also the farthest I got without
dirty tricks IIRC.
>
> > Markus
> > (who had many plans for a sequel to Gilgalad... ...maybe some day...)
>
> YYYEEESSSS. PPPLLLLEEEAAAAZZZZZEEEEE!!!!!
> %-)))))
>
This looks very convincing ;-) The plans consisted of isometric
graphics, some roguelike twists, bigger and somewhat randomized
landscapes and generally a more varied gameplay with puzzles and
multiple ways to accomplish goals. Color is still right out :) Since
I've rediscovered the joys of game programming and furthermore have
regained contact with the artistically inclined guy who provided quite a
lot of inspiration back in the time of the making of Gilgalad (we work
at neighboring desks now after having lost contact for about a decade)
the plans are probably more likely to be implemented than ever before.
The biggest problem I see is doing the graphics. It's a lot of work and
I am never ever satisfied with the graphics I do. This includes
Gilgalad, which has some good stuff (esp. in the temple level) and in
the last level but also a lot of rather poor and cheesy work. IMHO.

> BTW, on the disk where I have Gilgalad there were two other games from
> you. A very good port of Space Invaders, and Anduril (I think that was
> the name). Although I did not like Anduril in particular too much (but a
> friend of mine, who hated Gilgalad liked Anduril, and is still No 1 in
> my Anduril-Charts, grrr), it still is that type of games of that time
> that I like. So I always wondered if you made more programs like those?
> And maybe do you even have them somewhere??

Well, there were some Sinclair ZX81 games, some ZX Spectrum games, some
TI99/4A games, all of which surely have fallen prey to tape rot. The
three mentioned games were the only Atari games I can remember. There
were/are also color (Eeeek!) versions of Invaders for the Acorn
Archimedes and the Mac. Gilgalad was probably the best game I ever
wrote, just before Little Painter for the ST somehow sucked me into the
treadmills of commercial "serious" programming.
>
> Ciao, and thanx for this great game!

It was (and apparently still is) a pleasure. I was overjoyed to read
that someone still plays Gilgalad. Dejanewsing for my (fortunately
pretty unique) name (oh, the vanity...) sometimes yields pretty
interesting results after all :-)
>
> Claus
Markus (der die Gilgalad++ Idee immer attraktiver findet...)

--
Markus Dheus
mdheus@csi.com

2948. Re: WTB: Mugshot...

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hleoj$f08$3@news.campuscwix.net>
Source record: 78663

On 15 May 1999 00:45:52 , Steve Stupple wrote:

->This wouldn't be the program that you made faces with, as Floppyshop
->sold?
->
->-- Cheers! For Now
-> Steve <>< * * *
->Email: steve@atari.org * * *
-> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
-> ICQ: 181168278 * Nick: MocknBird * * *
->Location: Narberth, Pembrokeshire, Wales, UK. ** *** **
->.

Hmm...I don't know if Floppyshop sold it or not, but yes...you did make
faces with it. Pretty cool really! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

2949. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <tNr%2.1813$cg6.8861@newsfeed.slurp.net>
Source record: 78664

Steve,

I too am a die-hard ExtenDOS user. It is indeed very easy to use and reliable....

Or was until I switched to MagiC for most of my needs. Now ExtenDOS will not find the CD ROM Drives I have when run under MagiC, even though the exact same setup runs flawlessly under plain TOS (both 1.04 on my STacy and 3.06 on my TT).

I switched to Spin a week ago and even though it is a bit more involved to set up than ExtenDOS I like it a lot.

I seem to remember that you were installing this under MagiC, right? Well, installation for MagiC is a bit easier than for plain TOS. Derryck Croker's(?) translation of the docs is an absolute must for us language-challenged types tho. <G>

Good luck,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

|I managed to find a copy of Spin on the net, but it was the German
|version.. Anyway, it appeared waaay more complex to set up compared to
|Extendos <chicken, I know.. but it was all in German> ;-)
|I think I'll give System Solutions a call and ask them to be sure, as
|I'd like to stick to Extendos if I can. This app never fails to impress
|me, it is so easy and user friendly imo.

2950. Mavis Beacon vs. my Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7hli4mlgn1@slave1.aa.net>
Source record: 78665

Hi Atarians,

I just got a used "Mavis Beacon Teaches Typing" thru Ebay at a good price. Only problem: I can't get it to run on my Falcon - yet. Before I wear out my reset button, I thot I'd ask my Atari friends if anyone has successfully managed to get Ms. Beacon to get along with Mr. Falcon. I have a few "ST Emulators" for my Falcon, but there are a lot of possible configurations. I have Nemesis installed. Also - (assuming I ever get it going) has anyone managed to get Mavis Beacon to run off of the hard drive?

Thanx for any help,

Clayton Murray
claytone@aa.net
Seattle, WA USA

2951. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7hlqjr$c0f$1@black.interact.net.au>
Source record: 78666

On 15 May 1999 03:29:51 , Ronald Andersson wrote:

>Just a wild shot:
>
>Running out of STinG RAM is one of the things most likely to disturb the
>resolver module and its handling of the DNS cache file.
>
>Have you tried raising both DNS_CACHE and ALLOCMEM to some higher value
>at the same time. (eg: 200 and 200000)

I tried raising ALLOCMEM to 200000 and DNS_CACHE to 128. At first, after a couple of short sessions I thought that this had cured the problem. But then I stayed connected until STinG had written to the CACHE file twice in the session, and the problem returned.

>might get some clue from that. Also, what are your MTU, MSS, and RCV_WND
>settings.

MSS = 2000; RCV_WND = 5000; I don't have MTU set in any configuration file but PPP negotiates it at 576 for one ISP and 1500 for the other.

>Do you often have connection failures where it seems as if a server just
>drops the connection ?

The only client I use that has crashed at all in recent memory is CAB 2.7 and that only rarely. My ISP connections have been very reliable for months now. Despite the problem with the CACHE file, everything seems to work smoothly and reliably.

>You can inspect the amount of STinG RAM available at any time by using
>the memory tools of STING.CPX or of the dialer.

I've had a couple of looks. RAM does not seem to be scarce.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

2952. Re: Gemulator and CAB

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373e8940cc330@tripnet.se>
Source record: 78667

On Sun 16-05-99 09:05 (+1200) M Clark wrote:

>Can anybody tell me if gemulator runs cab?

It does run CAB but _not_ STinG! I have not tried Iconnect or STiK.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2953. Re: winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <37457c8a.3976640@news.freeserve.co.uk>
Source record: 78668

Hey! rsw@ecn.ab.ca ()

>ta. i d/led that one. it works better than WinSTon for Phoenix. no crash
>(so far), but it does not like running FLM/SEQ/DLT's too much. and on

If you like cyber SEQ files then what about a player that lets you
pack them with any of the best atari packers (atomix, pack-ice ect)
dont they pack down small!!.

lets you make a cfg file so no file selector (unless you want one) can
work as an APP or an autobooting program.

lets you play sampled sound or chip music or BOTH without slowing down
the animation..

Works on all STs and falcons

Ho blimey so many things..If you have cyber SEQ files then you should
get this... go to this url
http://web.ukonline.co.uk/accrington/stosser/

Look at titles and AUTOVIEW

.

--
Tony Greenwood
webdesign@accrington-web.co.uk
PORTFOLIO:www.accrington-web.co.uk

2954. Re: Cheshunt Computer Club

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hm0g8$7pp$1@news5.svr.pol.co.uk>
Source record: 78669

On 14 May 1999 21:21:40 , Steve Sweet wrote:
>On 10 May 1999 06:52:32 , Derryck Croker wrote:

>:>/--/
>:>/ The Cheshunt Computer Club Herts UK /
>
>
>So where is this then, what happens there, how much is it, when is
>it, can i come or do you have standards to keep.

Very high standards - in fact I find that I have to ban myself ;-))

>:>/ http://www.cix.co.uk/~derryck/index.htm /
>:>/--/
>
>i'l have to check this out dude. 8~)

All the meeting dates and other info are there! :-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2955. Re: Gemulator and CAB

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <373E92F4.3C2D4472@ihug.co.nz>
Source record: 78670

Thanks, I just got gemulator and now im going to buy cab.
Here goes some more of my bank balance.

The things we do to get away from M$oft.

Cheers Mike

Kenneth Medin wrote:

> On Sun 16-05-99 09:05 (+1200) M Clark wrote:
>
> >Can anybody tell me if gemulator runs cab?
>
> It does run CAB but _not_ STinG! I have not tried Iconnect or STiK.
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> http://www5.tripnet.se/~kennethm/
> <<Produced with 100% pure Atari equipment>>

2956. Software for sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: d.e.cohen@qmw.nospam.ac.please.uk
Message-ID: <1drw7b8.xqcpku9qhlx4N@tnt-1-52.easynet.co.uk>
Source record: 78671

```
Serious software

Arabesque Pro 2.14 10 pounds
Convector Pro 1.0 10 pounds
TouchUp 2.5 10 pounds
EasyDraw 3 10 pounds
EZ Text Pro Vector 10 pounds
NVDI 3 5 pounds
Selectric 3 pounds

Games
Zork 1 2 pounds
Wishbringer 2 pounds
Nord and Bert 2 pounds
Loom 2 pounds
Tass Times in Tonetown 2 pounds
Little Computer People 2 pounds
Trip-aTron 2 pounds
The Sentinel 2 pounds

Hardware, etc
USR Sportster 14.4 modem 15 pounds
Zipstik Hoystick 4 pounds
Computer and montior covers 1 pound each

Postage extra (probably around 2 pounds for first five items and
modem,
1 pound for others). Or collect from North London. Offers considered
(especially for several items).

All software is registered and most is in original packaging.

--
Remove "nospam" and "please" for a correct address
```

2957. Dites moi ce que vous pensez de mon site svp :-)

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: P'tit Lapin <cduquesne@multimania.com>
Message-ID: <7hm7f8cbd2@front7.grolier.fr>
Source record: 78672
Cross-posted to: alt.games.atari,club-internet.hotline,club-internet.pagespersos,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

Bonjour,

J'ai fait un site sur l'Atari ST qui regroupe pleins de jeux, les derniers
émulateurs du moment, des utilitaires pour votre ST et bientôt un peu
d'histoire sur la firme Atari et sur cette superbe machine.

S'il vous plait dites moi ce que vous pensez de mon site. tout vos
suggestions sont les bienvenues.
Merci de votre aide :-)

--
** TOUT SUR L'EMULATION ST EN FRANCAIS **
url : http://AnotherWorld.atari.org
mail : cduquesne@multimania.com

2958. Re: [MagiC] What's in Utilities Folder?

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926854447.13924.0.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 78673

Derryck Croker wrote in message <7hjf1g$84i$3@news5.svr.pol.co.uk>...

>When I was forced to make an ICE-packed version of Cal 1.09N a long while
>back, I determined that the check process of Calamus could be circumvented
>by renaming with a different extender! :-))

Interesting. I take it you mean changing PRG to APP?

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2959. Re: TCP/IP Stack, PPP, and apps for ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <926854448.13924.1.nnrp-11.9e985e5c@news.demon.co.uk>
Source record: 78674

Technoid Mutant wrote in message <373DF1D4.9ACF56EA@cheta.net>...
>I'm an Atari8bitter mainly but aquired a mega 4 ST a couple of years
>ago. I have a few questions.
>
>My system is a mega 4 with a tweetyboard, an ICD Link II scsiface, a
>600mb scsi hard disk, and a 38800 Hayes modem.
>
>I have Mint and a cdrom running but the MiNT is a very early beta
>version.
>
>Questions:
>
>1) How do I get Web surfing going on this system? I am about to try
>Stik and cab but the docs don't make much sense to me. Help would be
>appreciated.

Two main routes:

1) Forget STiK, go straight for STinG. You might find the step-by-step guide at:

http://www.whalley.demon.co.uk/atari/texts/stingset.html

useful, at least in terms of pointers to getting started even if it doesn't work first time. No guarantees, mind, as ISPs vary so much. If you don't currently have web access, mail me (NB warning in sig about the address) and I can mail it to you. STinG will work under TOS, MagiC and MiNT (but not AES 4.1 - original MultiTOS AES 4.0 is OK, as is N.AES and Geneva).

2) If you are keen on MiNT, there is MiNTnet, about the innards of which I know next to nothing except it's only straightforward if you are Unix-friendly! It is the most comprehensive net solution available for Ataris, though, in terms of clients and servers. You will need a more recent MiNT, though.

>2) I have a line on a version of Linux which will run on the 68000.
>Anyone have more info on this?

I'm guessing, but I would expect it to be painfully slow due to the lack of FPU, so needing emulation. Also you will probably not have enough memory to run any graphical clients (With the MiNT version of X you can't do much in 4megs, so I would expect Linux to be similar). For a Unix-alike you're better off with MiNT on an 8MHz 68000 machine.

>3) Can I network this machine other than via serial line?

Yes: you can use the MIDI ports, or the parallel port (though the latter is limited in application). There are various people beavering away at ethernet adaptors, though I'm not sure how progress is going.

>4) What upgrades are available?

Software or hardware?

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

2960. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7hmb81qqa1@nyheter.chalmers.se>
Source record: 78675

In article <373a5aca73213b7@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hello Johan,
>
>I think you missed some of the earlier posts of this discussion,

No, I've read the entire thread.
I just wanted to point out a few things.

>>updated. I intend to add a new feature to fVDI that will make it
>>possible for applications to allocate memory on the graphics card,
>>though, which will be perfect for this sort of thing.
>
>Yes, that should help a lot, but the capacity for such things, and the
>methods used, would have to vary a lot for different cards I think.

Certainly. It's a lot better if it's possible, though, and I think it
could be done transparently (as in the buffer being put in normal RAM
if it doesn't fit on the card).

>>It's simple enough to cache icon bitmaps in local RAM on the graphics
...
>That should also help a lot, but how exactly do you then determine that
>it is the _same_ image ? It could be entirely changed even if still in

I put a marker and an index into the first long word of the image data
in RAM. The cached data is not used if those aren't correct.
This could of course, theoretically, still cause problems if an
application modified part of the bitmap, but I don't think that's
very likely. If it happens, you can turn off the caching.

>the same RAM area. Also, not all icons use 32x32 format. Very few of
>the ones I use in Thing do.

I've not seen file icons (which is the only ones I think it's worth
worrying about (since other icons are not likely to be drawn very often))
of other sizes, but I'm aware that some desktops can handle them.
Could you perhaps point me to some archive that contains a few I could
test? What sizes are your icons, by the way?

>>It's of course possible to cache bitmaps of any size (like your
>>background), but it would be a bit more complicated.
>
>Yes, and much more demanding on card memory.

The Eclipse/RageII is apparently going to be sold with a 4Mbyte card,
so as long as you stick to 16 bit colour there should normally be plenty
of free space.

In any case, caching won't ever hurt performance so that you'd notice.
It can only help.

>>Fortunately, there is a way to get at the address of the AES's
>>background save buffer and then it's just a matter of redirecting the
>>blits to local RAM. fVDI (naturally ;-) does this, and it causes a
...
>if the system has FastRAM that the buffer can be redirected to.

IIRC, the buffer will normally be put in alternate RAM if you have any.
If not, it could of course be very helpful to redirect it.

>I suppose you mean the way that external APPs could allocate portions
>of the VRAM area for their own use. Again, this is something that can
>use up a _lot_ of such RAM. There'd have to be strict rules to follow.

It's definitely better to put the available memory to use than to just
leave it empty. Also, since allocation of such memory would have to
be done via a VDI call, I don't see why there should be any need for
rules of any kind.

>>That is, text will be output at about the same speed as in the normal
>>monochrome mode in _any_ graphics mode.
>
>Yes, provided that the driver software does it that way, blitting only
>a straight copy of the single-plane data into VRAM and then using the
>internal card operations to blit this into the active screen RAM. But

I don't know how other graphics hardware does it, but in the case of
the mach64 kernel, you don't even have to blit into a temporary buffer.
The mach64 will do the expansion on the fly.

>I strongly suspect that some current drivers don't do it that way.

If they don't they will be very slow indeed, but I have never seen
anything besides the NOVA VDI in action.

>>Also, fonts are easy to cache in local RAM and then it's just a matter
>>or telling the card what to blit and where.
>
>That would work fine for the system font, but I doubt that it would be
>practical for all fonts. I mean, it would not be sensible to use up
>all the local RAM to cache a lot of vector fonts.

Since we're talking about a cache here, that isn't a problem. You
just have to use some kind of replacement algorithm to make sure that
some fonts can be removed when others need the space.
You have exactly the same problem with normal RAM for that matter.

>>As I've described above, there are various ways to keep the amount of
>>such data down.
>
>Agreed. But do all drivers use those ways ?

I'd be surprised if not everyone made use of mono-expansion, but I
think fVDI is currently alone in supporting the other ways.

>I can't stand the Intel CPU models. I have worked with them, many years
>ago, and even disassembled some x86 programs, but I hated that stuff.
>Those who designed those models must love complication for its own sake.

You have to remembe that the x86 CPU architecture has its roots in the
4004...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2961. Re: TCP/IP Stack, PPP, and apps for ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990516144133.22878D-100000@hal.fishpool.fi>
Source record: 78676

> 1) How do I get Web surfing going on this system? I am about to try
> Stik and cab but the docs don't make much sense to me. Help would be
> appreciated.

Since you're into MiNT, I suggest looking at:
<http://yescrew.atari.org> for the newest MiNT apps.

> 3) Can I network this machine other than via serial line?

a) PLIP is possible using MiNTnet

b) Ethernet... if you can find one of the Riebl cards that
Atari Germany once manufactured. There are drivers for
STinG and MiNTnet.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

2962. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7hmc69qup1@nyheter.chalmers.se>
Source record: 78677

In article <373d0a363965b81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Sat 15-05-1999 00:20 Johan Klockars wrote:
...
>>Nothing much. Just a PowerPC (MPC8240) at up to 266MHz...
>>(I don't think the clock rate of the Tempest has been decided yet.)
>>
>>At 266 MHz that processor reaches 375 MIPS (Dhrystone (an old integer
>>test program)), which should be ten or so times faster than an '040.
>>At floating point the difference is probably even larger.
>
>That is all very well, as far as PC usage goes, but if we want a power PC

Note that I said PowerPC. That is a Motorola/IBM processor family, used
in the PowerMacs for example.

>we can go right out and buy one. That'll probably be near the same price,

If you took a look at the WWW page I mentioned, you'd notice that
Core Design hope to be able to sell this thing for less than #200 (the
hash is supposed to be a pound sign).

>as they are being mass produced to a much larger extent than any design
>specific for the Falcon (or any Atari computer) can be.

But with a chip like this you need very little more, so the hardware
cost can be kept way down.

>The important thing to us Atari fans is how fast it will be when emulating
>a 68030. It will probably still be pretty fast, especially if the 68030

Given that it starts out with a factor of a hundred or so (if running
at 266 MHz (I seem to recall the 16 MHz '030 being rated at below 4 MIPS))
higher speed, I think it's reasonable to assume that it will be pretty
fast even under emulation...

You could always ask someone with a recent Mac what kind of speed they
get under 68k emulation.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

2963. Don Thomas conference transcript

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <RhR5Lt1.dpj@delphi.com>
Source record: 78678

Just an FYI for those who expressed interest....the transcript for the
recent conference with Don Thomas in the Atari Advantage forum on Delphi
is in this week's issue of A-ONE.

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

2964. FS in Holland Atari falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Freek Munniksma <munkie@xs4all.nl>
Message-ID: <7hmhdv$pn3$1@news1.xs4all.nl>
Source record: 78679

(Sorry guys,i�ll switch to Dutch now)

TE KOOP IN NEDERLAND (Regio Den Haag)

ATARI FALCON 030

Hardware:

Atari Falcon 030 in originele behuizing

14 Mb geheugenuitbreiding

Quantum Prodrive 425F 425 Mb Harddisk
in externe SCSI behuizing met kabel en voeding

JAM sample clock (44.1 Mhz)

SVGA monitor adapter

muis,joystick

ATIN HD diskdrive intern

14 inch SVGA monitor (nieuw)

Golden Image Handscanner

SOFTWARE:

Cubase Audio Falcon 2.06

Veel moderne TOS software geinstalleerd
of als archive op Harddisk

Demo�s, shareware o.a Quincy, Sound Studio

Veel MIDI software, o.a. synth editors,
Band in a Box etc.

Met originele handleiding:

Composcript, Publishing partner master, Atari works,
Wordperfect, That�s write, Repro Studio ST,
Microdeal Concerto, Adimens ST

DIT ALLES VOOR DE BELACHELIJKE PRIJS VAN:

FL. 900,- FL. 900,- FL. 900,- FL. 900,- FL. 900,- FL. 900,- FL. 900,-

Email: munkie@xs4all.nl

Telefoon: 070-3877104

2965. PageStream user needs help

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: marlin@mail.icongrp.com
Message-ID: <7hmnke$qm8$1@nnrp1.deja.com>
Source record: 78680

I'm disappointed with SoftLogic. I was under the impression that they were going to write PageStream for the IBM platform, but I've never been able to find it. Is there a program for WIN95 that does what PageStream does on the Atari ST? Hopefully something with a small learning curve. If there is, does anyone have a utility program that can convert PageStream files to that program?

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2966. Help with LG 520si and Videlity

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3sB%2.773$u3.313120256@momma.bigmomma.com>
Source record: 78681

I've been having some problems with my server here, so pardon me if I bring this up again...

About a few days ago, I bought myself a brand-new SVGA monitor for my Falcon, a 15" digitally controlled one made by LG Electronics of Denver, Colorado. And for the most part it's worked great, except:

I can't get a hi-res TrueColour screen under Videlity.

I'm currently typing this under a beautifully clear 800x608 16-colour screen with Videlity. However, I can't get it to boot up in HiRes TrueColour (which I was able to do with my previous Hyundai non-digital SVGA) - it boots up, but then the screen goes black and the amber Energy Star light goes on.

I HAVE been able to boot up in HiRes TrueColour with the HRTC.PRG program included with Nemesis, however, that's only in 640x480 and I would like to have the extra pixels (it's the resolution I use for web surfing with CAB).

If anyone can give me some help here if you've run into the same problem it'd be greatly appreciated. Here's some specs I've gotten on the monitor from the LG website (www.lge.ca) if this will help:

LG Electronics Canada, Inc. - Monitors and Optical

520Si
15"(13.8" VIS) High-Resolution Color Monitor

Designed for general business applications, the 520Si delivers sharper, crisper pictures and comes with a range of advanced features, including on-screen digital microprocessor controls, special screen coating, high-resolution, and high-refreshrates. For real performance at a more affordable price,it&#65533;s the 520Si from LG. Enjoy the view.

Auto-synchronous support
from 640 x 480 up to 1024 x 768

Flicker-free up to 800 x 600 @ 85
Hz NI

Digital LED microprocessor controls

VESA DDC2B and DDC1 Plug and Play
compatible

PC and SPARC compatible

EPA Energy Star and VESA DPMS
compliant

MPR-II low-emission compliant

Universal 90 - 264 VAC power

Specification

CRT Size/Type 15" (13.8"
VIS)FST, invar mask, dark body tube, dark glass faceplate

Display Size 10.2" X 7.48"
normal(259mm X 190mm),
11.18" X 8.38" full-screen(284mm X 213 mm)

Display Colors Unlimited colors

CRT Transmission 57%

CRT Pitch 0.28mm dot, single focus

CRT Coating Non-glare, silica coating,
anti-static coating

Phosphor P22, medium short persistence

Maximum Flicker-Free Resolutions�� 800 X
600 @ 85 Hz NI
640 X 480 @ 107 Hz NI

Maximum Resolution 1024 X 768 @ 67 HZ
NI

Display Capability Auto-sync within
scanning frequencies

Horizontal Scanning Frequencies 30-54 KHz

Vertical Scanning Frequencies 50-90 Hz

Pixel Frequency 65 MHz

Input Signal RGB Analog, 0.7 Vpp

Sync Signaling Separate H/V, H/V
composite, sync on green

Input Connector 15-pin D-sub

Cable Connector 48" Attached

Monitor Control Type Digital LED
microprocessor controls

Memory Modes 6 factory presets, 12
user-settable

VESA Plug and Play Level DDC2B, DDC1

Digital LED Controls H/V size and
position, side pincushion, trapezoid,

Front Panel Controls Power, select
(up/down), adjust(up/down), contrast, brightness

Power Requirements 90-264 VAC, 40-60 Hz

DPMS Power consumption
On:
Stand-by:
Maximum: 85 Watts
Stand-by: 15 Watts
Off: 8 Watts

Tilt/Swivel Base Detachable, tilt -5
degree/+13 degree, swivel 45-45 degree (left/right)

Dimensions with Base (WxDxH) 14.2" x
15.2" x 14.9"(360 mm x 386 mm x 378 mm)

Weight 27.6 lbs. (10.5Kg)

40 ft. Container Quantity 655 sets
individual, 504 sets palletized

Mean Time Between Failure 50,000 hours

Safety/Regulatory MPR II, Energy Star,
UL, CSA, DHHS, FCC-B, CE-MARKS,
FTZ-B, TUV-GS, SEMKO, NEMKO, ROV, CB, ISO 9241-3,
ISO 9241-8,
GOST, HWC, FIMKO, Nutek, FDA, EN55022

LGEUS Warranty 3 years limited on parts,
labor, CRT

UPC# 719192163799
*DPMS: Display Power Management Signaling for reduced
power consumption during non-use.
+Monitor dependent upon video controller for scan frequencies
and resolution.

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2967. Re: Modem - Unusual Problem Sportster 14.4

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373eeb83$0$496@news.zetnet.co.uk>
Source record: 78682

On 15 May 1999 14:57:46 , "Kate and John Norton" wrote:

>Does anyone use the Sportster 14.4 (or have an old one) and would look to
>see what the specs are? I think I need the wattage, voltage output and mA
>(milli amps?) so I can match it up to a power supply.

Well, I don't have a Sportster (Zoltrix) but I bet they are all very
much the same. Mine is 12v at 1000mA. The 1A load seems a bit high -
you could probably manage with half of that.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2968. Re: TCP/IP Stack, PPP, and apps for ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373eeb85$0$496@news.zetnet.co.uk>
Source record: 78683

On 15 May 1999 18:14:44 , Technoid Mutant wrote:

>My system is a mega 4 with a tweetyboard, an ICD Link II scsiface, a
>600mb scsi hard disk, and a 38800 Hayes modem.

This is just fine for surfing.

>I have Mint and a cdrom running but the MiNT is a very early beta
>version.

Don't bother with this at the moment. MiNT is a cheap (but complicated)
way to get into multi-tasking. The less cheap (but more simple) way is
to use Magic.

>1) How do I get Web surfing going on this system? I am about to try
>Stik and cab but the docs don't make much sense to me. Help would be
>appreciated.

You will need to get hold of HSMODEM to sanitise the serial interface
- it's PD and widely available.

If you are using STiK you are limited to ISPs which support the SLIP
logon protocol.

Unless the Mega has been modified you will find that the serial port
has a max speed of 19200 - a bit limiting. The are commercial mods.
and a DIY mod which will double this.

The rest is fairly straightforward - you just fill in the blanks in
the set-up dialogues.

>4) What upgrades are available?

You don't need much for the set up you have. RAM above 4MB is tricky
to achieve. You could use a more modern HD driver such as CBHD or
HDDriver. In time you may need to add another SCSI HD or, perhaps, a
SCSI CD to the bus. If you don't already have one a mono monitor
(SM124/5 etc.) is nice.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2969. Re: STinG 1.20 - DNS Cache load failed

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <373eeb87$0$496@news.zetnet.co.uk>
Source record: 78684

On 16 May 1999 07:03:23 , David Leaver wrote:

>I tried raising ALLOCMEM to 200000 and DNS_CACHE to 128. At first,
>after a couple of short sessions I thought that this had cured the
>problem. But then I stayed connected until STinG had written to the
>CACHE file twice in the session, and the problem returned.

I wonder, David, ... whether you have a glitch in the logical
structure of the partition you are using. Perhaps there is a
doubly-mapped block which you keep picking up for small (cache) files.
Have a poke at it with an HD tool.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

2970. Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drwq9r.1skaiyf1w7z5q8N@max01-011.enterprise.net>
Source record: 78685

I remember from years ago there being a tiny util to set the STs ram to a certain amount. This was usful for programs that didn't like STs with 4mb ram.

I remember this util from many many years ago, but can't find a copy on the internet. Any ideas?

Thanks.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2971. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drwq15.1bgs8pzblvm32N@max01-011.enterprise.net>
Source record: 78686

Ronald Andersson <dlanor@oden.se> wrote:

> Often just removing and then reseating the chips will be sufficient to
> establish proper contact again. Just be careful about how you remove
> the chips, as it is possible to break them (or even the PLCC socket),
> and make sure you never try to reinsert them with wrong orientation.

I havn't removed any chips (they seem somewhat stuck in their anyway!),
but I've pressed down a few times on various bits n pieces. The dodgy
ram upgrade looks, erm, dodgy.. so I pressed down on this board too, I
then heard something sound like it was pressing back in (iyswim).

The Mega has been working for around 2 hours without problems! :)
I've used this time to convert many msa files on the Falcon onto DD
discs - ST Demos! The Whattaheck demo, Dark Side Of the Spoon, and so
on. Even got some games that I can't use on the Falcon, like Lemmings.

They all work now :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2972. ST mega-demos

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drwqe0.95t25zi8j1xqN@max01-011.enterprise.net>
Source record: 78687

I'm after re-building my demo collection now that I've returned to Atari world :-)

I've already got Dark Side Of The Spoon (ULM), although it doesn't always work (dodgy msa file perhaps??), and I've got other demos like Life's A Bitch and Whattaheck, etc..

But I'm after msa files of The Cuddly Demos, Ultimate Demo, Superior Demo and the Union Demo.

Is there a web/ftp site out there that I can grab these from?

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2973. Re: PageStream user needs help

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <926871869.715.15@news.remarQ.com>
Source record: 78688

On 16 May 1999 15:18:39 , marlin@mail.icongrp.com wrote:
>I'm disappointed with SoftLogic. I was under the impression that they
>were going to write PageStream for the IBM platform, but I've never
>been able to find it. Is there a program for WIN95 that does what
>PageStream does on the Atari ST? Hopefully something with a small
>learning curve. If there is, does anyone have a utility program that can
>convert PageStream files to that program?

Well...you could go the the little green desk top, and get one of the
TOS emulators for Win95 and just run the ST version ;)

Brian

2974. Re: Dites moi ce que vous pensez de mon site svp :-)

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: MarbleMad <marblemad@marblemad.com>
Message-ID: <926874405.990065@toffoli.webstore.fr>
Source record: 78689
Cross-posted to: alt.games.atari,club-internet.hotline,club-internet.pagespersos,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.emulateurs,fr.comp.sys.atari,rec.games.video.atari

```
Sobre, efficase, presentation sympa !!

Tres cool !!

Neanmoins une rubriques demos avec les bonnes vielles demos de la bonne
epoque serait la bienvenue pour une machine comme l'atari ST !!

cordialement, MarbleMad
http://www.marblemad.com
```

consoles &#65533;mulation : http://www.marblemad.com/emul

P'tit Lapin a &#65533;crit dans le message <7hm7f8cbd2@front7.grolier.fr>...
>Bonjour,
>
>J'ai fait un site sur l'Atari ST qui regroupe pleins de jeux, les derniers
>&#65533;mulateurs du m&#65533;ment, des utilitaires pour votre ST et bient&#65533;t un peu
>d'histoire sur la firme Atari et sur cette superbe machine.
>
>S'il vous plait dites moi ce que vous pensez de mon site. tout vos
>suggestions sont les bienvenues.
>Merci de votre aide :-)
>
>--
>** TOUT SUR L'EMULATION ST EN FRANCAIS **
>url : http://AnotherWorld.atari.org
>mail : cduquesne@multimania.com
>
>

2975. Sting dialer

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: tparrett@fast.co.za
Message-ID: <926875480.113994@news.netactive.co.za>
Source record: 78690

I recently installed Sting 1.20. Before doing so I renamed my
Sting 1.15 set up in order not to lose the settings just in case there
were problems with the installation of 1.20
I managed to get 1.20 working OK but have noticed a problem with
the Dialer in that even when I have disconnected the modem via the Sting
Dialer dialog, when I next boot up and call up the Dialer it recognizes
the modem as being online even when it isn't. It will do this even if the
modem is not even switched on. If I then use the Dialer dialog to
disconnect the modem and exit the Dialer and then recall it in the same
session it will recognize the modem as being offline but if I reboot and
then call up the dialer it will again indicate that the modem is online.
Any thoughts on what I have set incorrectly. Unfortunatley my saving of
the Sting 1.15 set was faulty as although it is still working OK I'm
getting the same problem as above and it definately wasn't like that
before i installed Sting 1.20

TIA
Ted Parrett

==
tparrett@fast.co.za	Ted Parrett
City: Johannesburg	Tel No.++27 11 476 5242
Country: South Africa	Fax No.++27 11 474 2985
==

2976. Re: AdSpeedST (was: Re: 8 or 16 mhz??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7hn1b9qfg1@news8.svr.pol.co.uk>
Source record: 78691

On 11 May 1999 07:24:21 , Doctor Clu wrote:
:>Hey I recently got a machine that has the Adspeed ST add on. This add
:>on (by ICD) was made to accelerate the computer into a 16 mhz mode. (for
:>those wondering)
:>
:> For those that might have heard of this before, how do I get this to
:>work? It has a switch in the back to go from 8 mhz to 16 mhz, but I've
:>heard that some software drivers are needed. Does anyone know where I
:>can get these drivers off the internet?

The software utils you mentioned allowed you to throttle up/down on
the fly. I always left my accelerator flat out and had no need to
ease off the gas.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

2977. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drwvqz.lgui051d7z9oiN@max01-011.enterprise.net>
Source record: 78692

<reschke@muenster.de> wrote:

> The official version is German, but there is also a separate archive
> with english instructions. Both are available from
>
> http://www.muenster.de/~reschke/soft_e.html#spin

Thanks to you and Joe, I'll take a look at the above url :)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

2978. Re: Sting dialer

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <373f1ddc125d3e0@tripnet.se>
Source record: 78693

On Sun 16-05-99 17:24 (GMT) Ted Parrett wrote:

> I managed to get 1.20 working OK but have noticed a problem with
>the Dialer in that even when I have disconnected the modem via the Sting
>Dialer dialog, when I next boot up and call up the Dialer it recognizes
>the modem as being online even when it isn't. It will do this even if the
>modem is not even switched on. If I then use the Dialer dialog to

You have the modem serial port marked as active in the "STinG Port
Setup" cpx.

Cure: Deactivate the port and save.

When you click on "Connect" in the dialer the port will be activated by
the dialer.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

2979. STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-16 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <373df8b2211f160@oden.se>
Source record: 78694

Hi Guys,

I've now experimented extensively (for appx 30 Hours) with various STinG tweaks and improvements. I found that one control has a strong effect on the TCP upload speed, and is probably responsible for the low speeds some of you have had. Partially responsible I should say, because it is also very much due to slowness in ISP responses.

The DEF_RTT setting, with a default value of 200 ms, is intended to give the ISP side to 'shake hands' (ie: extend TCP window) befor the STinG side starts retransmission of already sent blocks. Many providers can not respond that fast, so the connection congests, using the majority of the bandwidth for retransmissions.

Raising the value to 500 ms should solve the problems for most of you, though some of you may have need of a *slightly* higher settind, since some ISP's do not use very 'straight' routing from modem pool to servers. That increases 'latency' which demands a higher DEF_RTT.

Do not raise it too high though, as that also increases the time it will take to recover after damaged packets. I advice a value less than 800 ms.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ http://www.ettnet.se/~dlanor/

2980. Re: Cranach Studio

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drydik.z50gui8esv40N@srry01m07-2.bctel.ca>
Source record: 78545

BobKing <robert.king@patent.gov.uk> wrote:

> Neil Roughly refers in his page at:
>
> http://www3.bc.sympatico.ca/roughly/screens.htm

That's 'roughley', roughly speaking :-)

> to Cranach Studio. Another Web page says that this is now dead, the
> authors having possibly gone on to write PhotoLine. Woller System at:
>
> http://www.woller.com/software.htm
>
> however list both Cranach Studio and Cranach Prevision (199Dm and 299Dm)
> in their software list. Is it still available, the demo doesn't run on
> my Falcon, but on my MegaST had features lacking on PhotoLine 2.3

I'm surprised to see Cranach for sale. I'll venture a guess and say that Woller acquired some old inventory, because the program hasn't progressed since 1993. Some components of Cranach never made it to PhotoLine, though, because there were legal battles with the programming team (the rights to the code going in different directions). At least this is my understanding -- their similarities confirms this for me. Their interfaces are so different but in many cases the code underneath isn't. At one time I tried to illicit a response from Gerhard Huber about the similarities of the two programs, but it didn't work :-)

Cranach has some features that PhotoLine doesn't (and vice versa). For those without video cards, I would recommend Cranach because of its handy 'Display TT Optimum', which allows 256-color previewing in TT Medium resolution (somehow it kicks into TT Low and then returns). Also, Cranach is better for halftone work.

I'm glad it's still available commercially, but be warned the early Cranach demo (http://www3.bc.sympatico.ca/roughley/tms.htm) doesn't do the program justice when compared to later versions.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2981. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drywg5.ny3srbodj73iN@srry01m03-165.bctel.ca>
Source record: 78546

```
NemBench v2.1 - precision CPU/FPU profiler.

* 32MHz 030 * | * 300MHz 603ev *
|
Integer multiply (16bit) 1.236 Mips (~201%) | 60.235 Mips (~9826%)
Integer divide (16bit) 0.731 Mips (~202%) | 8.000 Mips (~2209%)
Linear (stalled) integer 16.094 Mips (~202%) | 256.000 Mips (~3215%)
Interleaved (piped) integer 16.094 Mips (~202%) | 248.242 Mips (~3118%)
|
Float multiply (64bit) 0.541 MegaFlops (~204%) |
Float divide (64bit) 0.351 MegaFlops (~203%) | No Tests Performed
Linear (stalled) float 1.005 MegaFlops (~188%) |
Interleaved (piped) float 1.003 MegaFlops (~188%) |
|
16bit read (100% hit) 15.835 MByte/sec (~201%) | 338.983 MByte/sec (~4317%)
16bit write (100% hit) 6.443 MByte/sec (~107%) | 555.555 MByte/sec (~9234%)
32bit read (100% hit) 31.695 MByte/sec (~201%) | 1052.631 MByte/sec (~6705%)
32bit write (100% hit) 12.886 MByte/sec (~193%) | 1000.000 MByte/sec (~15001%)
|
Linear 32bit read (ST-Ram) 7.867 MByte/sec (~148%) | 142.469 MByte/sec (~2680%)
Linear 32bit write (ST-Ram) 7.867 MByte/sec (~121%) | 65.536 MByte/sec (~1016%)
Linear 32bit copy (ST-Ram) 3.947 MByte/sec (~122%) | 50.412 MByte/sec (~1561%)
|
Linear 32bit read (FastRAM) 10.377 MByte/sec (~195%) |
Linear 32bit write (FastRAM) 12.429 MByte/sec (~192%) | No Tests Performed
Linear 32bit copy (FastRAM) 6.209 MByte/sec (~192%) |

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply
```

2982. Wanted:cubase

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Joe Gillingham <JoeGillingham@net.ntl.com>
Message-ID: <7hno8kkdm1@nclient5-gui.server.ntli.net>
Source record: 78603

I have recently acquired a STE and would like to get Cubase for it, are there any for sale?
Joe.

2983. CAB 2.7 printing problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: dkendall@facstaff.wisc.edu
Message-ID: <7hnr2b$q66$1@news.doit.wisc.edu>
Source record: 78604

I've had CAB 2.7 for about a month now and currently have the following problem: when I attempt to print either a web document or a local HTML file, CAB pops up a box saying: STOP--Printer Not Responding.

I have a dim recollection that I have printed successfully from this version of CAB, but I may be mistaken.

However, I can print the same pages from CAB 2.0 on the same machine. (Only difference is they're on different partitions.)

The setup is as follows: Atari 520ST, TOS 1.4, 2.5 megs RAM, ICD AdSCSI hard drive adapter, NVDI 4, STinG 1.12, CAB2.7, HP Deskjet 500 printer.

Seems to me I've seen similar problems mentioned here a few months ago.

Any and all help welcomed! Aside from this problem (and the fact that some of the extra modules don't seem to work), CAB 2.7 seems to be a good browser.

Thanks in advance,

Doug Kendall
Madison, WI USA
Madison Area Atari Users Group (MAUUG)

2984. TAF meeting May 19th - Emulation, Elections!

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <tzL%2.1000$u3.443804672@momma.bigmomma.com>
Source record: 78605

Agenda for the May 19th, 1999 Toronto Atari Federation meeting:

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

2985. Re: What parity 30 pin on Falcon ???

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FC6BB.54848552@directprovider.REMOVETHECAPITALS.net>
Source record: 78606

```
danceon a ï¿½crit :
>
> can anyone tell me what 4 Mb simms 30 pin are used in 14MB memory
> expansion boards for Falcon030 ?
> Is it parity or non parity ?
> If parity 3 or 9 chips ?
> If non parity 8 chips or 2 ?
> Thanks
> Dimi

Atari's RAM boards didn't use SIMMs, you had to change the whole board
to upgrade from 1 to 4 or to 4 to 14Mb.

If you are using a 3rd party board, then please tell us what board it
is, as there were quite a few of different kinds around. Most of them
take a 16Mb 72pin EDO or non-EDO SIMM, depending on the make or model.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2986. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FC60E.E51AE057@directprovider.REMOVETHECAPITALS.net>
Source record: 78607
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
Geert Poels a ï¿½crit :
>
> Hello,
>
> I was wondering whether the Atari SC1425 color monitor
> could be attached to a pc ?
> Is it just another cable or through a convertor ?

If your video card has an RGB output, why not.

But Windows in 640x200 would be no fun, beleive me.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

2987. Re: TCP/IP Stack, PPP, and apps for ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FC8AF.99742CC8@directprovider.REMOVETHECAPITALS.net>
Source record: 78608

Technoid Mutant a ï¿½crit :
>
> I'm an Atari8bitter mainly but aquired a mega 4 ST a couple of years
> ago. I have a few questions.
>
> My system is a mega 4 with a tweetyboard, an ICD Link II scsiface, a
> 600mb scsi hard disk, and a 38800 Hayes modem.
>
> I have Mint and a cdrom running but the MiNT is a very early beta
> version.
>
> Questions:
>
> 1) How do I get Web surfing going on this system? I am about to try
> Stik and cab but the docs don't make much sense to me. Help would be
> appreciated.

Check out the Quick FAQ.

You have the choice between STinG (mainly for SingleTOS, but also runs
with MiNT), or MiNTnet (unix-like networking extensions for MiNT).

You'll find the latest MiNT stuff on ftp.funet.fi.

Don't get your hopes too high for Web surfing on an ST though,
especially if you don't have a hard drive. You'll get best results in
monochrome with graphics off. Mail and news is ok though, but a hard
drive makes things much more comfortable.

>
> 2) I have a line on a version of Linux which will run on the 68000.
> Anyone have more info on this?

I wouldn't consider this. MiNT is much more appropriate and better
supported on the Atari platform.

> 3) Can I network this machine other than via serial line?

Not really. There are no Ethernet adapters available if that's what
you're after. Both STinG and MiNTnet handle serial networks though.

> 4) What upgrades are available?

RAM boards, CPU upgrades, HD floppy drives, hard drive, TOS, erm...

--

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2988. FS/T: Atari ST games [05/17/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <375dca5c.23423339@news.nls.net>
Source record: 78609

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/10/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 7.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 7.00 Alcon (Taito)
$ 7.00 All Aboard! (Terrific Software)
$ 7.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 6.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 7.00 Auto Duel (Origin Systems)
$ 7.00 Awesome (Psygnosis)
$ 7.00 Battleship (Epyx)
$ 6.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 7.00 Blockout (California Dreams)
$ 7.00 Bobo (Terrific Software)
$ 9.00 Bride of the Robot (Free Spirit) -- ADULT content!

$ 8.00 Bubble Bobble (Taito)
$ 3.00 California Games (Epyx)
$ 7.00 Championship Wrestling (Epyx)
$ 7.00 Crash Garrett (Metal Hurlant)
$ 6.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 7.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 7.00 Dynasty Wars (Capcom)
$ 7.00 East vs. West Berlin 1948 (Time Warp)
$ 7.00 Eliminator (Hewson)
$ 7.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 7.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 7.00 Golden Path (Firebird)
$ 7.00 Goldrunner II (Microdeal)
$ 7.00 Hoyle Official Book of Games (Sierra)
$ 7.00 Hyperdome (Exocet)
$ 7.00 Impossible Mission 2 (Epyx)
$ 7.00 Jewels of Darkness (Firebird)
$ 7.00 Jupiter Probe (Microdeal)
$ 7.00 Karateka (Br0derbund)
$ 7.00 Keith Van Eron's Pro Soccer (Microplay)
$ 7.00 Knight Orc (Rainbird)
$ 7.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 7.00 Last Duel (Capcom)
$ 7.00 Leander (Psygnosis)
$ 7.00 Major Motion (MichTron)
$ 7.00 Man Hunter: New York (Sierra)
$ 7.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 7.00 Moebius (Origin Systems)
$ 3.00 Paint Pro (Abacus Software)
$ 7.00 Phantasm (Exocet)
$ 9.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 7.00 Police Quest 2 (Sierra)
$ 7.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 7.00 Professor Craps (Scorpio Systems)
$ 7.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 7.00 Rambo III (Taito)
$ 7.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 7.00 Rick Dangerous (Microplay)
$ 7.00 RVF Honda (Microplay)

$ 7.00 S.D.I. (Cinemaware)
$ 7.00 Savage (Microplay)
$ 7.00 Silicon Dreams (Firebird)
$ 6.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 7.00 Space Quest I (Sierra)
$ 7.00 Space School Simulator (CRL Group)
$ 7.00 Star Quake (Terrific Software)
$ 7.00 Star Wars (Br0derbund)
$ 7.00 Starglider (Rainbird)
$ 7.00 StarRay (Logotron Recreation)
$ 7.00 Stationfall (Infocom)
$ 7.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 7.00 The Advanced OCP Art Studio (Rainbird)
$ 7.00 The Colonel's Bequest (Sierra)
$ 7.00 The Games (Epyx)
$ 7.00 The Guild of Thieves (Rainbird)
$ 7.00 The Pawn (Rainbird)
$ 7.00 The Sentry (Firebird)
$ 7.00 The Viking Child, Prophecy 1 (Imagitec)
$ 6.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 7.00 Transputor (CRL Group)
$ 6.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 7.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 7.00 Wishbringer (Infocom)
$ 7.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 7.00 Zero Gravity (Microdeal)
$ 7.00 Zork I (Infocom)
$ 7.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on the distance that the order must travel. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account

#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

2989. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <373fbf966b325d10@holleman.demon.nl>
Source record: 78610

on Sun 16-05-1999 18:48 Ronald Andersson wrote:

>The DEF_RTT setting, with a default value of 200 ms, is intended to give
>the ISP side to 'shake hands' (ie: extend TCP window) befor the STinG
>side starts retransmission of already sent blocks. Many providers can
>not respond that fast, so the connection congests, using the majority of
>the bandwidth for retransmissions.
>
>Raising the value to 500 ms should solve the problems for most of you,
>though some of you may have need of a *slightly* higher settind, since
>some ISP's do not use very 'straight' routing from modem pool to servers.
>That increases 'latency' which demands a higher DEF_RTT.
>
>Do not raise it too high though, as that also increases the time it will
>take to recover after damaged packets. I advice a value less than 800 ms.

Hi Ronald,

I think you just hit a nail on its head: I recall the default setting was 50, as Neil just mentioned.
Quite some months ago we had this upgrade for Sting from Peter, where several, but not all users noted an enormous drop in speed: I went back from the regular 1600 to 250 or so. This turned out to be the TCP module, by replacing it by an older one things went fine again. Peter did some experimenting on that one, I got 3 different "bugfixes" from him which all suffered from the same problem. In the end I never heard anything more on the matter, except for some users complaining about the same stuff.

So up till v.1.15 I used the old TCP module. Then I upgraded to 1.20 (and to a new modem) and I had good speeds, except for Newswatch and Popwatch. Turned the logging for them to off and the speeds were acceptable: good links to my ISP gave me around 1600 cps for Newswatch and Popwatch.

At the same time I set Spawner up to run them simultaneously.

Then comes your message about tweaking the DEF_RTT setting, next I see Neil trying it out and discovering the "low upload cps-rate" of aFTP disappearing, so I decided to increase my setting from 50 to tenfold.

Ran another batch to my ISP, 8 emails coming in where the cps-rate displayed soared to 2750 at times, at the same time Newswatch was fetching articles but since the box is covered by the Popwatch box I didn't see the cps rates for Newswatch... All the emails were small ones (2000-3500 bytes), so I figure on longer ones the cps-rate will go over those figs.

Anyway, I'd recommend to anyone still using this default value of 50 to at least shove it up to 200 or higher.

The strange part is: obviously it didn't affect cps-rates on CAB, Newsie
and *downloading* with aFTP...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

2990. Re: winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FCE60.881C8486@directprovider.REMOVETHECAPITALS.net>
Source record: 78611

rsw@ecn.ab.ca a ï¿½crit :
>
> yo!
>
> i've d/led a program called WinSTon (Atari emulator for PC), grabbed a
> variety of TOS's all in the (apparently) vain hope that i could render
> some really big 3D files on the PC (on my STe some of them have taken over
> a week to render).
>
> does anyone have some familiarity with WinSTon on whether or not it can
> run normal (not games) applications? the only luck i've had so far is with
> CyberSculpt. pretty much everything else just crashes in a spectacular
> way. the programs i'd really like to run are ImageCopy, Diamond Back, and
> Phoenix2 (Xenomorph2 in europe). and they really don't seem to be very
> happy...
>

Try TOSBOX, which has better emulation for serious apps, and allows
larger screen resolutions with a TOS 2.06 image.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2991. Re: winSTon and various prg's...

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <373FCFF1.ED3E4C25@directprovider.REMOVETHECAPITALS.net>
Source record: 78612

rsw@ecn.ab.ca a ï¿½crit :
>
> :> <rsw@ecn.ab.ca> wrote in message news:373a1e45.0@ecn.ab.ca...
> :> i've d/led a program called WinSTon (Atari emulator for PC)
>
> : Joe Connor (joe@inactive.SPAMBLOCK.cix.co.uk) wrote:
> : Try TOSBOX instead.
>
> ta. i d/led that one. it works better than WinSTon for Phoenix. no crash
> (so far), but it does not like running FLM/SEQ/DLT's too much. and on
> Diamond Back it only seems to be able to read some of my split files, not
> all of them; which, unfortunately leads to it not transferring it at all.
>
> i may experiment with restoring them in the STe, then re-transferring them
> to the PC. very time-consuming, but i'd like to have full access to my
> anims. will probably have to break them down into their constituent parts
> (degas files), use ImageCopy to flip them to GIF's, then re-compile them
> in the appropriate PC program.

Using the PC's floppy drive is risky business with any emulator, so I
would forget it.

It might be easier to use the STE with Ghostlink (see the Quick FAQ) and
Diamond Back to transfer the files over. Ghostlink is slow (it uses a
serial null-modem connection), but as this will be a one-go operation,
that should be acceptable.

> pity there isn't an FLM, SEQ or DLT to AVI convertor for the ST. i'd
> thought that Lexicor had made something like this, but all i could find on
> my disks were various FLI/C/X inter-changes. may take another dig through
> UMich and see what's been added since the last time i browsed.

Tried Aniplayer ? I'm not sure, but it might do conversions. It should
be on ftp.lip6.fr somewhere.

> oh yeh. does ICD still exist? i'm using their Link2, but i wouldn't mind
> finding out what updates there's been to their software since i bought it.
> quite a few i'd expect.

You can use any driver. I would suggest HD Driver, since it's the most
modern/compatible/supported.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==

/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2992. Re: PageStream user needs help

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: marlin@mail.icongrp.com
Message-ID: <7hovoi$9nf$1@nnrp1.deja.com>
Source record: 78613

In article <926871869.715.15@news.remarQ.com>,
bjr@localink4.com (Brian Roland) wrote:
> On 16 May 1999 15:18:39 , marlin@mail.icongrp.com wrote:
> >I'm disappointed with SoftLogic. I was under the impression that they
> >were going to write PageStream for the IBM platform, but I've never
> >been able to find it. Is there a program for WIN95 that does what
> >PageStream does on the Atari ST? Hopefully something with a small
> >learning curve. If there is, does anyone have a utility program that
can
> >convert PageStream files to that program?
>
> Well...you could go the the little green desk top, and get one of the
> TOS emulators for Win95 and just run the ST version ;)
>
> Brian

Thanks for advice but I've tried Gemulator, the only emulator I know
about, and wasn't satisfied. I would like to find a similar program
written directly for WIN95.
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

2993. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37407A12.F1E6B6D1@cfc.dnd.ca>
Source record: 78614

JI Logan wrote:
>
> On 17 May 99 19:04:07 GM, Ken Macdonald wrote:
> |I have just got Papyrus5 from HiSoft (nice product!) but since my
> |Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
> |where one can get an upgrade to 5.0c? . . . .
>
> Can't help with Speedo but you could use NVDI. I must confess I have
> version 5 but have returned to version 4.
>
> John Logan

thanks, but while I have nVDI 4, it will not print to my HPLaserJetII.
The driver in nVDI is for a HPLaserJetIIp (which I assume means
Postscript)
and my HP is not a postscript. nVDI 5 prints OK (I tested it from the
TAF machine)
but O think it might be less expensive to get Speedo updated from 5.0b
to 5.0c
than to upgrade to nVDI 5.
although I will get nVDI 5 in the future.

unless I have made a mistake with the nVDI 4 HP driver that I have??
ken

2994. Re: STunG: Solved - The Final Chapter!

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <374080AF.72D73486@cfc.dnd.ca>
Source record: 78615

Ronald Andersson wrote:
>
> CAB 2.7 is commercial, but I've heard that a pretty good demo is available,
> limited so it can't save links to hotlist, but otherwise usable. It should
> be available from ASH I guess, who had this URL when I visited them last:
> "http://members.aol.com/ashinfo/index.html"
> That will be German of course, and I don't know if/where an english one can
> be found, but some of the other guys probably can tell you that.

check out Bengy's Magic page!
bengy.atari.org

2995. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1drxjv6.o9x440vdbxicN@srry01m05-128.bctel.ca>
Source record: 78616

Johan Klockars <rand@cd.chalmers.se> wrote:

> Given that it starts out with a factor of a hundred or so (if running
> at 266 MHz (I seem to recall the 16 MHz '030 being rated at below 4 MIPS))
> higher speed, I think it's reasonable to assume that it will be pretty
> fast even under emulation...
>
> You could always ask someone with a recent Mac what kind of speed they
> get under 68k emulation.

There was a recent thread in a Mac newsgroup about how much of Mac OS runs under emulation (less and less these days). My experience is that running under a 603e PowerPC processor, like the Titan will use, native PowerPC code makes quite a big difference in performance.

I did a number of benchmarks using the MagiCMac demo, comparing it to my TT. To get an idea about how much faster MagiC ran on a 603e, I used GrafTool to process large 24-bit scans down to 256 colors using the best dithering (FS) and palette mapping (octree complete), and then made notes of the processing times (in milliseconds) that GrafTool reports in its log. Running on a 300MHz 603e was about 12-15 times faster than the same conversions on a 32MHz TT. Only the time for the octree processing was used, disregarding the image load time and how long it took to get to the screen after the octree remapping was completed. The Mac has 60ns RAM, the TT 70ns.

I don't know whether this is indicative of the performance expected for the Titan board. In any case, it gave me an idea -- all variables considered -- about how much faster a 603e is under emulation compared to a 68030.

BTW, I did other benchmarks, too, like timing CAB to see how long it took to render a non-cached HTML page with nested tables and images (both GIF and JPEG). The difference in speed was close to that of GrafTool's.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

2996. Re: Links for an 520STFM

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37402CA1.B8066456@directprovider.REMOVETHECAPITALS.net>
Source record: 78617

Daniel Peterson a ï¿½crit :
>
> I just picked up a 520STFM from a thrift store for $2.99, and am curious
> what any good pages are for information about it. I did a bit of rummaging
> on the web, and found some info, but was curious if anyone on this group had
> some good links to take a look at. Thanks.
>

What sort of info are you after ?

The most complete list of link I know of is Hallvard's Atari Launchpad:
http://launchpad.atari.org

If you are looking for free/shareware software, the Ultimate TOS
Software Index is for you:
http://utsi.atari.org

If you are more into 80's Atari nostalgia, the Little Green Desktop
http://lgd.atari.org

May I also suggest a look at the Quick FAQ, which should get you started
and more:
http://quickfaq.atari.org

That should keep you busy for a while!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

2997. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hpbds$ji5$1@news8.svr.pol.co.uk>
Source record: 78618

On 15 May 1999 12:46:14 , Steve wrote:
>J WILKINSON <jwandjw@ihug.co.nz> wrote:

>> System Solutions will tell you the latest version of ExtenDOS Gold, but
>> as far as I know it doesn't read MacHFS yet. Spin 0.34 DOES, I am told
>> by the author Julian Reschke, read Mac HFS CD's.
>
>I managed to find a copy of Spin on the net, but it was the German
>version.. Anyway, it appeared waaay more complex to set up compared to

If you go to my web site you will be able to collect full English docs and
RSC file for Spin! - and there is a link to Julian's web site for the
binaries themselves.

>Extendos <chicken, I know.. but it was all in German> ;-)

Save yourself a few bob...

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2998. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hpbdt$ji5$2@news8.svr.pol.co.uk>
Source record: 78619

On 16 May 1999 04:26:01 , Joe Mirando wrote:

>I switched to Spin a week ago and even though it is a bit more involved
>to set up than ExtenDOS I like it a lot.
>
>I seem to remember that you were installing this under MagiC, right?
>Well, installation for MagiC is a bit easier than for plain TOS. Derryck
>Croker's(?) translation of the docs is an absolute must for us

It was Peter West (of the TransAction team - nothing to do with the
trucker's federation which has hijacked the name BTW :-), I'm just the
spear-carrier! ;-))

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

2999. Re: Hard Drive Partitions over 500megs on F

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hpbdu$ji5$3@news8.svr.pol.co.uk>
Source record: 78620

On 15 May 1999 17:29:38 , Phantomm wrote:
>Recently setup several 800/900+ hard drive partitions on my 2.5 IDE.
>Using HD Driver with TOS 4.04 Falcon. This works fine. Only
>problem I have ran into is finding suitable software to defrag these
>large partitions. So Far the only one I have found that works

Have you tried HPOptimizer?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3000. Re: Modem - Unusual Problem Sportster 14.4

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hpbe0$ji5$4@news8.svr.pol.co.uk>
Source record: 78621

On 15 May 1999 14:57:46 , "Kate and John Norton" wrote:

>Does anyone use the Sportster 14.4 (or have an old one) and would look to
>see what the specs are? I think I need the wattage, voltage output and mA
>(milli amps?) so I can match it up to a power supply.

I don't have details, but I'd warn you that it's possible that the "wall
wart" for the modem _might_ be AC, not DC output. This could seriously
damage any other piece of equipment you plug it into.

Can you not find matching equipment for the other PSUs you have and thus
eliminate them?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3001. Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Simon Hazelgrove <simon@webprecinct.co.uk>
Message-ID: <926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>
Source record: 78622
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I set up my atari again the other day - I remember speech engines that sounded quite cool in a retro way (they do now anyway - I remeber being amazed when a computer spoke!). I want to use some samples of this speech in music I make (anyone remember that "Das Boot" track?)

Does anyone have any speech engines to distribute? If so, please email it to me, or point me to it, whatever!

Thanks for any help,

Simon H.
simon@nospam.webprecinct.co.uk <<Please remove nospam. when replying via

3002. Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Steve Lugovsky <steve@hitec.com>
Message-ID: <926956716.727.27@news.remarQ.com>
Source record: 78623

Hey there, I just purchased a Falcon 030 for my Midi Studio, and as I'm only familiar with the ST/Mega line, had a few questions...

1)Where can I get a monitor for it? Is there a cable/adapter for use with current monitor products?

2)With the DSP of the Falcon, is it possible to do digital sound editing? If so, what is the best software released, and where can I obtain cables to connect the dsp to a digital device such as a DAT machine?

3)Is there an ST/mega/falcon (all you ever wanted to know) resource website out there for newbies such as myself?

4)What was is the best MIDI sequencing package available for the Falcon?

Forgive the ignorance...Any help would be greatly appreciated!

--Steve

3003. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hpgrf$s0e$1@news.campuscwix.net>
Source record: 78624

On 17 May 1999 10:49:05 , "Steve Lugovsky" wrote:
->Hey there, I just purchased a Falcon 030 for my Midi Studio, and as I'm only
->familiar with the ST/Mega line, had a few questions...

No problem, you'll find lots of help here.. ;-)

->1)Where can I get a monitor for it? Is there a cable/adapter for use with
->current monitor products?

Just about any modern VGA or SVGA monitor will do fine. You'll have to add some software (Centscreen, Videlity, Videl Inside, Blowup) if you want to take advantage of higher resolutions than 640 x 480 though. Older Atari ST monitors (SC1224, 1435, or the mono models) will work as well. Note that you need a monitor adaptor for whichever model (VGA or RGB) that you get... OR you can get a multisync monitor from an (gasp!) Amiga dealer, so that you can use just about any of the Falcons software. More expensive, but you won't run into problem software that way. (some software wants VGA only, some like games and demos want RGB only)... Its more expensive though...

->2)With the DSP of the Falcon, is it possible to do digital sound editing? If
->so, what is the best software released, and where can I obtain cables to
->connect the dsp to a digital device such as a DAT machine?

I'll let the music/audio experts help you here...

->3)Is there an ST/mega/falcon (all you ever wanted to know) resource website
->out there for newbies such as myself?

The "Do It Falcon" faq file is good...(cue a URL from Nick?) ;-)

->4)What was is the best MIDI sequencing package available for the Falcon?

Again, I'll let the music "guru's" answer this... ;-)

->Forgive the ignorance...Any help would be greatly appreciated!

No problem, glad to have you aboard! ;-)

->--Steve

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3004. Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: tparrett@fast.co.za
Message-ID: <926960587.471217@news.netactive.co.za>
Source record: 78625

I have noticed a problem with my Sting 1.20 installation in that if I call up the Sting CPX and click on 'drivers' the computer bombs out (two bombs....reboot required) every time . I can't find the reason for this.
Any other users getting the same result ?
My system is a Nemesised 14mb Falcon using Superboot to start

Ted Parrett
==
tparrett@fast.co.za	Ted Parrett
City: Johannesburg	Tel No.++27 11 476 5242
Country: South Africa	Fax No.++27 11 474 2985
==

3005. Falcon audio modifs

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7hpit7$f0b$1@front5.grolier.fr>
Source record: 78626

HEllo

I've done the audio modifs on my falcon, but i'm not completely satisfied : i'm obliged to send maximal level from my mix to get a correct recording on the falcon

I've changed steinberg specifications for these modifs on only one point : r66 and r87 are given by steinberg to be changed from 100K to 47 K ; following some recommandations, I've changed them to 1.8K : wrong value it seems

So, what is the good one ?

regards,

3006. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3740512c$0$489@news.zetnet.co.uk>
Source record: 78627

On 17 May 1999 10:49:05 , "Steve Lugovsky" wrote:
> 1)Where can I get a monitor for it? Is there a cable/adapter for use with
> current monitor products?

It will work with any standard monitor, whether VGA, SVGA or RGB.
Cables are available from any Atari dealer (if you can find one!).

I have:
Sony Multiscan 15sf - standard SVGA multisync with fantastic
picture.
Phillips CM8833 - yes the old RGB model!

Note that the cables are different because one line on the
Falcon's monitor port detects whether you've got a VGA or RGB
monitor attached and gives you the correct resolutions. That line
is hardwired as appropriate in the relevant cable.

Microvitec 1438 - this is a SVGA multisync that syncs down to RGB
frequencies, not as good a picture as modern SVGA models but at
least you can then have the convenience of being able to access
all Falcon modes on the one monitor. Note that the cable has to
be a special one with a switch on it, to allow you to switch the
Falcon between VGA and RGB modes.

Also note, as pointed out by another answer, the default Falcon
resolutions are not that wonderful and you'll need some additional
hardware/software/accelerators to take advantage of them. What looks
interesting is that the UK-based Titan designs (now called Core
system I think) have just released a card that allows you to plug in
standard PC graphics cards.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3007. Re: Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1drypi5.dkgo7ba6k9keN@max01-015.enterprise.net>
Source record: 78628

<rsw@ecn.ab.ca> wrote:

> try umich archive site <gopher://gopher.archive.merit.edu:7055/11/atari>,
> they may have the program there.
>
> i _think_ it was called "MAKE1MEG.TOS" or maybe PRG. i may still have it
> somewhere on an old games disk. let me know if it doesn't turn up there.
> i'll do a dig-around in my older disks for it.

I don't believe it - that's it!! (and such an obvious name really!)
Thanks mate, I'll take a look for this right now :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3008. Re: Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1dryqxj.1mgkmk03be0jiN@max01-015.enterprise.net>
Source record: 78629

<rsw@ecn.ab.ca> wrote:

> i _think_ it was called "MAKE1MEG.TOS" or maybe PRG. i may still have it
> somewhere on an old games disk. let me know if it doesn't turn up there.
> i'll do a dig-around in my older disks for it.

Just to let you know, I got both the 512 and 1mb versions of the utility
fine. Thanks :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3009. POPwatch and batch.txt??

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <3740677a.0@diana.idirect.com>
Source record: 78630

hi
I have been trying to get Okami up and running, and have run into 2
(I think) problems.
1) When I run Okami it can't find batch.txt
Is POPwatch suppossed to create this?
2)Okami reports that the index for my mail is corrupted, and can it
fix it. well, Okami trys but it cannot fix it. I downloaded more mail and
tried again but the same result. Does anyone know of a way to recover
from a corrupted index file for Okami's mail?
the hyp file and docs don't mention how to get around this, although
they do mention that Okami will try to correct corrupted index files.
thanks for any help!
merci
ken

3010. SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: anarkist@idirect.com
Message-ID: <37406827.0@diana.idirect.com>
Source record: 78631

I have just got Papyrus5 from HiSoft (nice product!) but since my
Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
where one can get an upgrade to 5.0c? It seemes absurd that I am
prevented from using the full capapbilities of Papyrus5 because of
ONE letter??!!
thanks for any help
ken

3011. HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <37408189$0$9533@znews.zetnet.co.uk>
Source record: 78632

In a former life as an exotic dancer, derryck@TAKE.THIS.OUTcix.co.uk (Derryck Croker) wrote:
> On 10 May 1999 06:52:26 , "John Whalley" wrote:
> >Excuse me for jumping in and being picky...
> >
> >Peter Schneider wrote in message <199905091306.a34373@su2.maus.de>...
> >>As the program speaks English, which will not be changed or translated,
> >please use the correct English spelling, "OPTIMIZE".
> >
> >"OptimiZe" is American, not ENGLISH...
> > :-)
>
> That's true. The spellings are interchangeable according to my dictionary tho'. I prefer the -ise suffix myself, but will respect the wish expressed.
>

The preffered spelling, according to the Oxford University Press (and others), is indeed -ize. -ise is accepted as a variant, but is not preferred. If anyone has an old OUP dictionary, I'd like to find out for how long this has been the case, because, unlike other words (colo(u)r, etc.) neither variant is described as an Americanization (Americanisation accepted, but non-preferred ;)

Xav
--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

3012. MO Optical drive Blues:((Still... More info!

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: xav@compsoc.man.ac.uk
Message-ID: <3740818b$0$9533@znews.zetnet.co.uk>
Source record: 78633

In a former life as an exotic dancer, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:
> Here is some info, hopefully this may help.
>
> The Drive: Fujitsu M2513A
>
> HD Driver detects this as: FUJITSU M25 13A 2000 Optical Memory
>

I've used the same drive on a Falcon, ST, Ste, Mega STe and STfm, using HD Driver and the ICD pro utils. On the STs I used an ICD Link II. It worked fine on all the systems, though I did have some problems when I tried to daisy chain it with a ZIP drive. Try the MO as the only item on the chain, if you can, to at least eliminate this as a possibility.

My drive came from a Mac dealer (and cost £600 at the time!) It's external, and I've used it with several IDs. It also has a "Mac/PC mode" switch, but it works with te Ataris on either setting.

Hope some of this helps.

Xav

--
xav@compsoc.man.ac.uk
www.compsoc.man.ac.uk/~xav
"I'm too artistic to be a scientist and too scientific to be an artist; so I became an engineer"

3013. TAF Meeting May 19th - Elections, Emulations!

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: "Daniel L. Dreibelbis" <dreibel@idirect.com>
Message-ID: <17051999142142739%dreibel@idirect.com>
Source record: 78634
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.announce,alt.atari,comp.sys.atari.programmer

Agenda for the May 19th, 1999 Toronto Atari Federation meeting:

First, it's time once again for the annual TAF Executive Elections! If you like what the club is doing, or want to see a change in how it's being run, then by all means come in and let your voice be heard! This is the executive you'll be bringing in to the next millenium....

Then, we'll be looking at how to improve the efficiency of your PC computer - by installing an Atari emulator and running your favorite ST applications on it! We'll be looking at GEMulator, TOSBox, PacifiST and other popular ST emulators, running on both a PC laptop and on our PHOENIX editor's PC tower! Learn about how well the various emulators run, the advantages, the pitfalls, the issues on emulation - and what does and doesn't run. Needless to say, this seminar will also allow you to run your programs well into the millenium as well.

It'll be an exciting night, to say the least. See you there!

TORONTO ATARI FEDERATION meetings are held on the third Wednsday of the month from Sept-June in the "Gold Room" of the North York Memorial Hall located in the lower or concourse level of the North York City Centre Library Building at 5110 Yonge Street (next to Mel Lastman Square) at Parkholme Avenue. Those coming by public transport can take the TTC Yonge Line north to North York Centre Station. $2 for non-members. Dues are $25 per year, and includes a subscription to the newsletter PHOENIX. Membership in TAF IS Atari support!

Ken MacDonald, president: anarkist@idirect.com, 416-533-0504
Dan Dreibelbis, Vice-President: dreibel@idirect.com 416-766-4743
TAF Online! BBS (now free to any Atarian!) 416-421-8999 (28.8, 8-N-1)
TAF homepage - http://taf.atari.org

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3014. Re: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <3748893e.25287109@news.freeserve.co.uk>
Source record: 78635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hey! "Simon Hazelgrove" <simon@webprecinct.co.uk>
>I set up my atari again the other day - I remember speech engines that
>sounded quite cool in a retro way (they do now anyway - I remeber being

Yuk they sound like...well naff :)

>amazed when a computer spoke!). I want to use some samples of this speech
>in music I make (anyone remember that "Das Boot" track?)
>
>Does anyone have any speech engines to distribute? If so, please email it
>to me, or point me to it, whatever!

You can go grab "Talking message creator", it must be well over
5..maybe 6 or 7 years old.. but you can set a lot of the speech
configurations.. pitch and vol and tone and oooer.. and get it to talk
for hours..
http://web.ukonline.co.uk/accrington/stosser/ look under titles..

Beware...the program is very old..not exactly state of the art and one
of the first things I ever made.. so dont expect too much :)

--
Tony Greenwood
webdesign@accrington-web.co.uk
PORTFOLIO:www.accrington-web.co.uk

3015. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <374089a6$0$498@news.zetnet.co.uk>
Source record: 78636

On 10 May 1999 06:52:26 , "John Whalley" wrote:
|Excuse me for jumping in and being picky...
|
|Peter Schneider wrote in message <199905091306.a34373@su2.maus.de>...
|>As the program speaks English, which will not be changed or translated,
|please use the correct English spelling, "OPTIMIZE".
|
|"OptimiZe" is American, not ENGLISH...

Well, to be doubly picky, the New Oxford Dictionary of English
actually gives the spelling as 'optimize' but allows 'optimise.'

John Logan

3016. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <374089a8$0$498@news.zetnet.co.uk>
Source record: 78637

On 17 May 99 19:04:07 GM, Ken Macdonald wrote:
|I have just got Papyrus5 from HiSoft (nice product!) but since my
|Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
|where one can get an upgrade to 5.0c? . . . .

Can't help with Speedo but you could use NVDI. I must confess I have
version 5 but have returned to version 4.

John Logan

3017. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905171711.a37868@wun.maus.de>
Source record: 78638

Hallo Vassilis!

VP>Note that most (if not all) MagiC utilities (including the file
VP>selector), will NOT revert to Fsfirst if Dopendir() fails. For the
VP>moment BNET.APP/ACC alone (without the XFS) is not supporting
VP>the 'modern' calls (they are optional anyway). Maybe it explains some
VP>of your problems using this Falcon/Milan link.

Ah yes. Well, I just tried some more things. Presently, all three machines are linked together. On both Falcons, BNET.XFS and BNET.APP are active.

VP>Ok, both your Falcons are running MagiC, so you can make two full BNET
VP>installations (including the XFS).

Done. Using BNET version 2.06.

VP>Leaving the problem with screenblaster on your Falcon #1 for the
VP>moment (I'm sure you can live without it for a while, to help me find
VP>any bugs ;-),

No problem. As soon as I can access that machine from either one of the others, screen resolution is no longer _that_ important :-)

VP>have you a usable network between the Falcons or not ?

Well, to some extent: with Gemini, there are just some unusable drive Folders visible on both of the Falcons. *But*, as soon as I try opening the same drives/folders with magxdesk, both the other falcon and the milan suddenly are accessisble.
On the Milan, both Falcons are there even with Gemini as Desktop.

VP>Please check your HOSTS.INF file on the Falcon. Make sure it's on the
VP>same place as BNET.APP/ACC. Do you get an empty drive P:\ or is just
VP>the Milan entry missing ?

I did get an empty drive P: at that time, but the connection to Falcon #2 wath disabled then. I checked the HOSTS.INF right now, and it was correct. Enabled Falcon #2, too, and with the XFS active both other machines are there.

VP>I have to suggest to not use it until I make some tests, and maybe
VP>find a way to make it more MiNT friently.

I can avoid using it as I have ZIP drives installed in all three computers. These are much faster than any link I can install without having real network cards, but I have to change those ZIP disks...

I did another test right now, transferring my test file from Falcon #1 to #2. The copy program in charge was magxdesc respectively mgcopy, running on #2. IP

link is istablished via Midi ports. Transfer time was 2:32 minutes for 346795 bytes. No errors.

Transfer from Milan to Falcon #1, mgcopy running on Falcon #1. IP link established with 115k2 via Modem ports. Transfer time was 00:52 minutes for 346795 bytes. No errors.

Transfer from Falcon #1 to Milan. The copy program in charge was Gemini 1.A, running on the Milan. IP link established with 115k2 via Modem ports. Transfer time was 00:57 minutes for 346795 bytes. No errors. Ooops.

Oh, I have got to apologize, there seems to have been another error. The file used to test transfers was supposed to be identical on all three machines. But for some strange reason it wasn't, thus producing faulty error messages :-(

Now I distributed a new copy as a reference using the ZIP drives, and this time no more errors were found.

Transfer from Milan to Falcon #1. The copy program in charge was Gemini 1.A, running on the Milan. IP link established with 115k2 via Modem ports. Transfer time was 01:43 minutes for 346795 bytes. Still no errors.

And now for some more advanced exercises:
Transfer from Milan to Falcon #2 via #1. The copy program in charge was Gemini 1.A, running on the Milan. IP link established with 115k2 via Modem ports between Milan an #1 and via Midi ports between #1 and #2. Transfer time was 06:04 minutes for 346795 bytes. Very slow, but no errors.

Transfer from Falcon #2 to Milan via #1. The copy program in charge was mgcopy, running on #2. IP link established with 115k2 via Modem ports between Milan and #1 and via Midi ports between #1 and #2. Transfer time was 06:00 minutes for 346795 bytes. Very slow, but again: no errors.

VP>>Seventh, I shouldn't always start these sentences with "I" ;-)
VP>Maybe, but it's more acurate for bug reports ;-)

Well, I did this report, and I made the mistakes, so it's always me anyway...

During my tests today, I encountered numerous crashes of both falcons. These happened mostly as soon as the Midi connection was involved. Might be some buffer overflow due to missing handshake or the like, but is not really reproduceable. Both Falcons were up and running for over an hour now during most of the tests.
BNET is working flawlessly, though, although there is some trouble with Gemini under MagiC.
So, there is no need for more excessive testing under MiNT, as long as no other users will encounter problems.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

Network description:

Milan 040--- 115k2 Modem ports --- Falcon #1 --- Midi --- Falcon #2
192.0.255.1 192.0.255.2 192.0.255.3
MiNT 1.15.1 MagiC 5.13 MagiC 5.13
N.AES 1.2 STinG 1.20 STinG 1.20
STinG 1.20 BNET.XFS BNET.XFS
BNET.APP 2.06 BNET.APP 2.06 BNET.APP 2.06
Gemini 1.A Gemini 1.A Gemini 1.A
Magxdesk Magxdesk

3018. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905171658.a37869@wun.maus.de>
Source record: 78639

Hallo Ronald!

RA>The XFS does not actually _do_ anything at first, except register
RA>itself to the MagiC kernel.

At that time it won't crash. But as soon as SB_AUTO.PRG tries to switch screen resolution, the system will be halted.

RA>There is probably some other cause for this problem, which apparently
RA>is 'triggered' by the presence of BNet.

That might be the case.

RA>That is why I suggested checking with different \AUTO\ and ACC setups.

Do you know the number of AUTOs and ACCs active on my machines? This would be a very odd job, especially with no really reproducable errors. Both Falcons were up and running for more than an hour this afternoon, so they wouldn't _always_ crash.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3019. Re: POPwatch and batch.txt??

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37409edeb333d2@club-internet.fr>
Source record: 78640

Hello,

in article <3740677a.0@diana.idirect.com>
Ken Macdonald wrote on Mon 17-05-1999 19:01 (GMT):

> hi
> I have been trying to get Okami up and running, and have run into 2
> (I think) problems.
> 1) When I run Okami it can't find batch.txt
> Is POPwatch suppossed to create this?

No, but NEWSwatch does. It's just a warning, nothing's wrong.

> 2)Okami reports that the index for my mail is corrupted, and can it
> fix it. well, Okami trys but it cannot fix it. I downloaded more mail and
> tried again but the same result. Does anyone know of a way to recover
> from a corrupted index file for Okami's mail?
> the hyp file and docs don't mention how to get around this, although
> they do mention that Okami will try to correct corrupted index files.
> thanks for any help!

Try Ofind.ttp with option --Repi (and/or look for ofind.man).

Btw, is ther a Gem program to read MANs with text effects ? Or
alternatively a Tos one that could run in a vt52 window ?

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
My Falcon Is really Fantastic !

3020. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <926974532_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 78641

In article <373fbf966b325d10@holleman.demon.nl>
louis@holleman.demon.nl (Louis) wrote:-

>I think you just hit a nail on its head: I recall the default setting was
>50, as Neil just mentioned.
>Quite some months ago we had this upgrade for Sting from Peter, where
>several, but not all users noted an enormous drop in speed:

I have the same problem on my Falcon. After installing Sting 1.15 I
suffered the massive drop in speed. Using an older tcp.stx cured it.

After reading Ronald's message I wondered whether altering the DEF_RTT
might allow me to use v1.20 at reasonable speeds.

Unfortunately it doesn't work for me.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

3021. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <WK003.1527$UD6.9032@newsfeed.slurp.net>
Source record: 78642

On 17 May 1999 15:08:45 , Derryck Croker wrote:
|It was Peter West (of the TransAction team - nothing to do with the
|trucker's federation which has hijacked the name BTW :-), I'm just the
|spear-carrier! ;-))

Well, what the heck. Take the gratitude anyway as our gift. <LOL>
Of course, you'll have to share it with Peter.

I did have the latest version of ExtenDOS, which I like a lot. It's
a teriffic program that does exactly what I wanted it to do...

Until one of the CPXs (I think) messed up something, and that made
ExtenDOS extremely unhappy.... but only under MagiC for some strange
reason. Under plain vanilla TOS, it was just fine.

I finally got tired of messing about with everything and got the docs
from your site, and followed the link to the latest version of SPIN.

I do still like ExtenDOS a bit more than SPIN, but SPIN works without
fail with MagiC. So I use SPIN under MagiC and ExtenDOS under TOS.
Best of both worlds, eh?

Thanks again,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

3022. Modem - Unusual Problem S

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <926968905@acpu.com>
Source record: 78643

"Kate and John Norton" <jnorton@bwn.net> spake thusly:

J > Does anyone use the Sportster 14.4 (or have an old one) and
J > would look to see what the specs are? I think I need the
J > wattage, voltage output and mA (milli amps?) so I can match it
J > up to a power supply.

Have you looked at the bottom of the modem? Often the 'nameplate'
will tell you these. All you really need is voltage and current
(yes, milliAmps=mA=1/1000 ampere)

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... I just got lost in thought. It was unfamiliar territory.
___ Mountain Reader II - #00000077

3023. Mavis Beacon vs. my Falco

Newsgroup: comp.sys.atari.st
Date: 1999-05-17 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <926968906@acpu.com>
Source record: 78644

claytone@aa.net (Clayton Murray) spake thusly:

C > I just got a used "Mavis Beacon Teaches Typing" thru Ebay at a
C > good price. Only problem: I can't get it to run on my Falcon -
C > yet.

And I don't think you will :-(. When I bought Mavis from Alex at
ATY, he told me that it wouldn't run on >TOS1.2. Playing with it, I
came to the tentative conclusion that the unpacking (?) routine it
uses won't run on Rainbow (or anything higher). Sorry for the bad
news. I would expect that the binary would have to be hacked a _lot_
to get it to run on a Falcon.

This is why I keep several STs around, including TOS1, 1.02, 1.04.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

___ Mountain Reader II - #00000077

3024. Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927040449@acpu.com>
Source record: 78495

"Simon Hazelgrove" <simon@webprecinct.co.uk> spake thusly:

S > Does anyone have any speech engines to distribute? If so,
S > please email it to me,

I have emailed 'speech.tos' and 'talker.prg' to you. 'Speech.tos is
the same as 'stspeech.tos', btw.

HTH. "The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Don't anybody move.... I just lost my mind!
___ Mountain Reader II - #00000077

3025. Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37419CCB.5E779ECB@email.byu.edu>
Source record: 78496

I've recently acquired a Mega ST2. It has a AA battery case on the Hard
Drive case as well as the CPU box. What are these for?
Also, how do I tell which version of TOS it is running?

--
Alan K. Wortham
akw32@email.byu.edu

3026. Re: Hard Drive Partitions over 500megs

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hs4k0$6782@news.ajou.ac.kr>
Source record: 78497

On 18 May 1999 08:28:07 , Clayton Murray wrote:
>Hi Mr. Phantomm,
>
>I have Diamand Edge. After reading your posting, I tried doing a
>"defragmantation" on a 810meg partition on my 1gig Toshiba IDE drive on my
>14meg Falcon using TOS 4.04. It worked fine. The partition was quite
>fragmented. No problems. I believe I've also used it on a (1gig) SCSI
>partition for audio. I think you'll have to find a used version of this
>program, as the company no longer supports Atari, (or even exists?). But
>some dealers may still have a new copy. I hope you find something that
>works well for you.
>
>Howz the VMF working out? ;-)
>
>Bye,
>
>Clayton Murray
>claytone@aa.net
>Seattle, WA USA
>

Hi Mr. Murray,

I'd really like to find a version of Diamond Edge that will work with
these large partitions. I have used version 1.10 faithfully on all my
hard drives for years and it has been rock solid. Only recently after
setting up 800+/900+ meg partitons have I ran into problems. IIRC, I
get a error with the bootsector on these large partitons.
If you don't mind, could you pass along the version Number of the
Diamond Edge software you are using so that I will know what to look
for?

ZORG is very nice also, Kellis pointed this one out to me and it gives
a wealth of info and lots of options. It works fine except for the
running out of Memory problem if I have a very large amount of
folders/files on a partition. I think the Docs state to install
Folder300 in the auto folder as a work around. But I didn't think
this was necessary on the Falcon.?
I did put folder300 in the auto folder and it still ran out of Memory
when scanning through the directory tree.

The VMF is working out great! Thanks very much. ;)

phantomm@kih.net

3027. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905182109.a41798@su2.maus.de>
Source record: 78498

Hallo John,

JL>Well, to be doubly picky, the New Oxford Dictionary of English
JL>actually gives the spelling as 'optimize' but allows 'optimise.'
so Hans-Peter is right to keep the spelling, I suppose.

??

ps

3028. Re: Hard Drive Partitions over 500megs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905182111.a41799@su2.maus.de>
Source record: 78499

Hi Kevin,

KD>I have used Diamond edge for defragging 1gig partitions but diamond
KD>mirror will not work
if you try HP's optimizer, please do report the result to me or in public!

Thanks in advance!

Peter

3029. Jaguar Games Wanted...

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: liberator@acsplus.com
Message-ID: <7hqttslaa1@nnrp1.deja.com>
Source record: 78547

Hello,

I'm looking for MANY Jaguar games and I'm currently interested in
trading and/or purchasing them.

My most wanted at the moment would be:

CatBox
Memory Track
AVP
NBA Jam
Defender2000
I-WAR
MC3D
Just to name a few!

What do I have to trade?

Well, not exactly Jaguar stuff, but the following:
Atari 520ST
Apple IIgs with 5.25/3.25/color monitor, keyboard, no software.

For 2600:
California Games
Midnight Magic
Defender II
Thunderground,
Harbor Escape
Eggomania
Kung Fu Superkicks
Title Match Pro Wrestling
Snoopy and the Red Baron

2600 multi-game selector.

5200:
Rescue on Fractulus
Mario Bros.
Countermeasure
Kangaroo
(many many others!)

7800 system
7800 joysticks

Atari 8-bit 800 with ps, dd, td, some manuals...

Depending on what you have, possibly some Lynx games! =)

Please feel free to email all wants/sell/trade to Liberator@acsplus.com
or just contact me through ICQ! ---38352629 Nexar

Thanks,

Clint T.

I also have a LOT of other stuff at:
http://underworld.fortunecity.com/minesweeper/127

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3030. GFA conversion required

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: charrison@inbis.com
Message-ID: <7hr9h1tes1@nnrp1.deja.com>
Source record: 78548

I have a .gfa file from GFA basic off an ATARI ST and
need someone to save it for me as a .lis so I can read
it on a PC. Anyone out there who is willing to help
please email me and I will send the .gfa file.
It isnt very big and your assistance would be
greatly appreciated.

Carl Harrison

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3031. Re: Sting dialer

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tparrett@fast.co.za
Message-ID: <927049392.219894@news.netactive.co.za>
Source record: 78549

On 16 May 1999 20:34:34 , Kenneth Medin wrote:
>On Sun 16-05-99 17:24 (GMT) Ted Parrett wrote:
>Dialer dialog, when I next boot up and call up the Dialer it recognizes
>>the modem as being online even when it isn't. It will do this even if the
>>modem is not even switched on. If I then use the Dialer dialog to
>
>You have the modem serial port marked as active in the "STinG Port
>Setup" cpx.
>
>Cure: Deactivate the port and save.

Thanks for the tip Kenneth. It worked !!
regards
Ted Parrett

==
tparrett@fast.co.za	Ted Parrett
City: Johannesburg	Tel No.++27 11 476 5242
Country: South Africa	Fax No.++27 11 474 2985
==

3032. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tparrett@fast.co.za
Message-ID: <927049396.857451@news.netactive.co.za>
Source record: 78550

On 18 May 1999 07:27:11 , Roger Cain wrote:
>On 17 May 1999 17:03:07 , Ted Parrett wrote:
>>I have noticed a problem with my Sting 1.20 installation in that if I call
>>up the Sting CPX and click on 'drivers' the computer bombs out (two
>>bombs....reboot required) every time . I can't find the reason for this.

>Did you install the new CPX? The old CPX are inconsistent with v1.20.
>It's all in the docs.

I have again checked the installation and do have the new version drivers
in place. Perhaps my download of the Sting archive is faulty. I'll try and
collect a new copy just in case. I thought the problem may be related to
the problems I was having with the dialer. I've now corrected that (thanks
to Kenneth Medden) but it hasn't made any difference.

Ted Parrett
>
>
>--
>Roger Cain, Manchester, UK NeST:90:100/103
>TT 6Mb/MagiC 5/NVDI 4
>____
>.

==
tparrett@fast.co.za	Ted Parrett
City: Johannesburg	Tel No.++27 11 476 5242
Country: South Africa	Fax No.++27 11 474 2985
==

3033. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hs95epfh1@snipp.uninett.no>
Source record: 78551

Ronald Andersson <dlanor@oden.se> wrote:

>>This is how it's done on the AB as well, and a friend of mine also managed
>>to break this pin... He did fix it though, if you want to know how he did
>>it, just send me a mail and I'll forward it to him.

> Just so you know: that was not on my computer, but on Derryck's

> What symptoms did your friend get with the pin broken ?

Dead Falcon. Both the 030 and AB tried to access the bus at the same time,
this will obviously not work.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3034. Help Requested

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Chris Anderton <chris@archi-type.demon.co.uk>
Message-ID: <c6RbGAAQLVQ3EwUx@archi-type.demon.co.uk>
Source record: 78552

A friend has just purchased an Atari ST 520 (1Mb). it was in a Charity Shop and came with a Star XB24-300 printer. She wants to use it as a Word processor. As I know nothing about Ataris I was wondering if someone on here could Give me a brief guide to what files etc. to look out for on the Disks and how to run them if she had bought an Acorn or a PC I could have helped but as it is I haven't a clue especially as the correspondence is on the telephone.

Thanks in advance

Please reply by email
--
Chris (a Pagan residing in York, UK)
They sentenced me to twenty years of boredom,
Trying to change the system from within.

3035. SV: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <_Th03.19935$1N3.18325@nntpserver.swip.net>
Source record: 78553

Hi Steve,

> 1)Where can I get a monitor for it? Is there a cable/adapter for use with
> current monitor products?

A standard SVGA monitor suits perfectly, but even so, you need an adaptor - there isn't a monitor in the world that fits the connector without an adapter - not even Ataris own...

> 2)With the DSP of the Falcon, is it possible to do digital sound editing? If
> so, what is the best software released, and where can I obtain cables to
> connect the dsp to a digital device such as a DAT machine?

Sound editing can be made in several ways - it all depends on what you wish to do.
Some examples are: ZeroX, WaveMaster, AudioMaster, Dynamite, DeNoiser...
There are some titles around and the programmers don't accept bad sound quality, so you'll be safe... ;)
To connect the Falcon to a DAT, you'll need the S/Pdif interface, which has both coaxial and optical in and out.
Check out www.soundpool.com to see more about the various soft- and hardware and ask your local (?) dealer to get it for you.

> 3)Is there an ST/mega/falcon (all you ever wanted to know) resource website
> out there for newbies such as myself?

One of all the places to look is my own site, www.holmerup.com, where you'll find some info about how to get your Falcon to become a pro music machine, as well as have a chance to check my own studio out etc...

> 4)What was is the best MIDI sequencing package available for the Falcon?

Cubase Audio or Cubase Score - no doubt. Logic is also very good (the non-Audio version), but I've heard too many horror stories about people trying to get Logic Audio to work as it should, so I'd never recommend it (I feel a flame coming up from all the Logic users out there...). I would in fact be very happy to learn about Logic Audio systems that work as stable as Cubase Audio - so I can say that it actually is safe to use Logic Audio too - but I'm hard to convince since I've seen terrible examples with my own eyes - and after lots of problems, Cubase Audio has been tried on the same computer and everything started working like clockwork...

> Forgive the ignorance...Any help would be greatly appreciated!

The best way to learn about things is to ask - which you've proved here... ;)

Have a nice day,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3036. SV: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <%Th03.19936$1N3.18325@nntpserver.swip.net>
Source record: 78554

Hi Alan,

> I've recently acquired a Mega ST2. It has a AA battery case on the
Hard
> Drive case as well as the CPU box. What are these for?

On the CPU box, the batteries are intended for the RTC, to keep the clock accurate when you turn the computer off. On the harddisk box - well, I suppose it was too expensive to make several different cases, so the battery compartment had to be there. It has no use on the HD box though...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3037. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1ds0kwd.5jmdl31xovqdqN@max01-088.enterprise.net>
Source record: 78555

J WILKINSON <jwandjw@ihug.co.nz> wrote:

> True it is a -fast- chip, but will Tempest owners get 100% out
> of the PPC chip when it will have to be in emulation mode. Mac
> owners of PPC machines have reportedly moaned about how slow a
> 68k program runs under PPC emulation mode.

This is back in the "early" days. Besides not only is the PPC Mac fast enough now, but hardly anything isn't PPC anyway.
For me, AppleScript was the only none-PPC part of the OS I hated. Even this is now native (at last!)

So how will the Atari Falcon be okay right from the start with a native PPC emulation then? A 266mhz PPC Falcon is very tempting :-)

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3038. Video capture

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: dlormand@aztec.asu.edu
Message-ID: <7hsah8$66g$1@news.asu.edu>
Source record: 78556

I am wanting to generate GIFs or JPEGs to put in a video-titler presentation, with something like a digital camera or video camera as an input source. This video-titler puts Degas pictures up in ST Low Rez and I pipe the composite output to a video projector. So the most disturbing limitation is 16 colors. Oh, well.

My preference is to use a video camera (which I have) vs. a digital camera (which I don't want to pay for and which doesn't probably support any interface the ST has). Do I remember correctly about a gadget called "Computer Eyes" that would do frame capture, and save the frame in some suitable format?

Is this still around/available from someone (probably used)?
How well does it work? What formats does it save pictures in?

On a side note, I would be wanting to convert from whatever format the frame-capture system produces to .PC1 or .IFF. GEM-View does this. Is this the best tool for the job? Is Dieter Fiebelkorn still around (to take fairware contributions, say)?
--

3039. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <GTJYuhAw3aQ3Ewl4@steverosie.demon.co.uk>
Source record: 78557

In article <37419CCB.5E779ECB@email.byu.edu>, Alan K. Wortham
<akw32@email.byu.edu> writes
>I've recently acquired a Mega ST2. It has a AA battery case on the Hard
>Drive case as well as the CPU box. What are these for?

I think they used the same case for the Mega STx series as well as the
SH205 hard drive. There's nothing in the hard drive that it can connext
to.

>Also, how do I tell which version of TOS it is running?

The model's I've come across have all been TOS 1.4 Rainbow TOS (or
1.04). IIRC 1.4 was the first one to support the blitter!

Anyway, if you go to the 'DESK' selection on the menu bar and look at
the copyright dates the following is what version they match.

I am doing this from memory, so please correct if I'm wrong;)

1985 = TOS 1.09 ROM based.
1986 = 1.2 (1.02)
above 1986 = 1.4 Rainbow (1.04)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3040. [Fwd: atari STuff for sale UK]

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: brond <brond@easynet.co.uk>
Message-ID: <3741C027.476CC7B1@easynet.co.uk>
Source record: 78558

-------- Original Message --------
Subject: atari STuff for sale UK
Date: Sat, 02 Jan 1999 20:56:52 +0000
From: Brendan McEnroe <brond@easynet.co.uk>
Newsgroups: comp.sys.atari.st

2 x Atari mouse
Atari STFM PSU
Atari 720k internal floppy drive
2 x Atari Keyboards
Atari STF 1040 motherboard (not sure if working)
Atari STFM 520 motherboard (not sure if working)
Neodesk 3.04
HiSoft WERCS - RSC Editor (price new ukp 34.94)
HiSoft DevPAC 3.01 ST/STe/TT/Falcon, With manual and quick ref book
(price new ukp 79.95)
HiSoft Forth 1.01a, With manual
HiSoft Lattice C 5.52 (Includes WERCS, DERCS, 680x0 Assembler, Librian,
Shell) ST/STe/TT/Falcon,Full set of manuals (price new ukp 169.00)
Prospero Pascal 2.131,With 3 manuals
Atari ST VDI Vol1 Technical Reference Guide
Atari ST 3D Graphics Programming Concepts & Techniques (Abacus Software)

68000 Assembley Language Programming 2nd Edition (Osborne McGrawHill)
The Concise Atari St 68000 Programmer's Reference Guide, Covers Mega,
Blitter , Katherine Peel
Some other stuff for sale:
Korg KMS30 2xMIDI Out, 1xMIDI In, 2x Sync 24/48 Out, 1xSync 24/48 in,
Tape Sync out/in, Sync up two TB-303's

Make me an offer on the above items.

3041. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7hs95o$ks4@james.hwcn.org>
Source record: 78559
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

In article <3740E7F8.2898D789@internic.net>, kyle <ksnyder@internic.net> wrote:
>Years ago, I snagged a Strip Poker game for the Atari 800XL at a
>computer store that was going out of business for a dollar. Although it
>was in the box, and had instructions, it only had one of the three discs
>that was supposed to be included.
>If anybody has the Master Disc to Strip Poker by Artworx for Atari, or
>would be willing to make me a copy... please let me know.
~^~^~^

3042. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <3741CCB1.5B021370@email.byu.edu>
Source record: 78560

Thanks! but what does the AA battery case on the CPU box do?

> >I've recently acquired a Mega ST2. It has a AA battery case on the Hard
> >Drive case as well as the CPU box. What are these for?
>
> I think they used the same case for the Mega STx series as well as the
> SH205 hard drive. There's nothing in the hard drive that it can connext
> to.

--
Alan K. Wortham
akw32@email.byu.edu

3043. 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tennent@mail.com
Message-ID: <7hskec$2pi$1@news7.svr.pol.co.uk>
Source record: 78561

Does anyone know what having 20 bombs across the screen means? I that the number of bombs you get denotes what sort of error it is, but I have long forgotten! It happens to me when I use Pacifist to play Championship Cricket from the Automation CD11 (or rather the disk image of it), and I go to play a County Championship game. Anyone else expirenced this and is there anyone who knows how to solve it?

Thanks

Kevin Tennent

3044. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <Enl03.140$X5.609@newsfeed.slurp.net>
Source record: 78562

Jeez, would you believe that I misspelled my own darned name in that last message? I MUST be getting old. <G>

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

3045. Converting ST files to PC

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Sandy's News <sjanders@home.com>
Message-ID: <yol03.35546$L4.2960868@news2.rdc1.on.home.com>
Source record: 78563

I've got an old Atari 1040STF (no hard drive, just 3.5 floppies). I need to convert some old First Word + documents over to a DOS/Win95/98 PC format (pref. Word or RTF but text will do). The documents are all on ST formatted 720k (?) floppies.

How can I do this conversion? N.B. I am unfamilar with ST emulators, so please provide detail where necessary.

Thanks,

Sandy

3046. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: rich@rjelwell.demon.co.uk
Message-ID: <927054048_OASIS_NEWS@rjelwell.demon.co.uk>
Source record: 78564

In article <374106f47b2e39c0@holleman.demon.nl>
louis@holleman.demon.nl (Louis) wrote:-

>Hi Richard,
>you do use the newest TCP.STX that came with Sting 1.20, do you?

I certainly do Louis. I renamed my existing Sting folder and unpacked
the v1.20 archive. I then copied the various script, auto and acc
files to the relevant places and rebooted.

>Funny, the slow-speed-problem didn't show here straight from the beginning.
>It was the first module that worked OK, after having been forced to use an
>old one with earlier upgrades.

From v1.15 I have had to use an older tcp.stx file.

Rich.

--

Richard Elwell rich@rjelwell.demon.co.uk

3047. Re: POPwatch and batch.txt??

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <3741f7002c3ac50@smok.krakus.top.pl>
Source record: 78565

On Mon 17-05-1999 23:32 (+0200) Pascal Ricard wrote:

>Btw, is ther a Gem program to read MANs with text effects ?

Yes! It is Okami! :)))

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3048. MO Optical drive Blues: YiPPEE

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <NWsFaZAPDfQ3Ew1s@steverosie.demon.co.uk>
Source record: 78566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

I'd like to thank all those whom responded to my frustrating problem, I have now sorted it out;)

I've enclosed an email I received from an Atarian, that doesn't look like it had been posted in the newsgroup. As I think it could possibly help someone else I've stuck it below: (continued after message)

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

On Tue, 18 May 1999 at 04:58:10 a message from Bob Poggioli was created on the subject of MO Optical drive Blues:((Still... More info!.
>
>Recently you wrote in comp.sys.atari.st:
>
>I don't know if this will help you with your problem but I have a
>couple of MO drives which are only recognized on my system (ICD Link2
>hardware and HD Driver software) if I set the SCSI ID to 5 and place
>them physically last in the SCSI chain (and, hence, I can only use one
>of them at a time). I do not know why they behave this way but,
>since they are old units, I suspect that their SCSI implementation is
>faulty.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

Well after spending the best part of 4 hours finding all the docs I could find on Fujitsu web site and messing around with dip switches, the above email got me thinking! So I thought I'd go through all the ID settings, starting at device ID 1; I needed my main hard drive connected, I couldn't be bothered to actually change it's ID.

Anyway, lo and behold using ID 1 the drive sprung to life!!! I didn't try any other ID setting; I'd already tried 2, 4, 5 & 6!

I found out that using HD Driver with the ID at 1, I got a more reliable response than my main drive! It also needed another drive attached, I don't know why as with jumpers set for 'power supplied by drive and host controller' it supplied the power to the Link II!

The drive can be set for it's own termination, with the jumper shorted, or with an external one. It also worked at the beginning of a chain as well as at the end.

Now I'm hoping that everything should be fine with the other devices; EZ drive and 3 x CD multi-changers.

Unbelievable that something so simple would cause a loss of my hairs on my head, what is left has gone grey;P

So if you have a SCSI drive that's not doing as it's told, my recommendation is as follows:

Try the drive on it's own, if it's can power the DMA-SCSI adaptor. If not you'll have to leave it a drive in-line, a little obvious:)

Go through all the ID numbers with a terminator, not forgetting to turn the device OFF when changing as the drives ID only gets updated when it's turned off and on. (on ALL drives I've had).

Still no success, try the above without a terminator.

Then try altering jumper settings, but be methodical. If you have the jumper settings don't do/set anything that's silly.

Lastly, try different cables or shorter cables. Not ALL cables are of the same quality. It may be unlikely that you would have 2 bad cables, but I did!

The idea is get the drive working, and then find out what stops it working!

To think I sold my PD drive as I had the exact same problem with that:((Well I'll put that down to experience.

I'm now a very happy chappy:))))))

Thanks again to all those that help make this possible;p

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3049. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <3741fd6b$0$496@news.zetnet.co.uk>
Source record: 78567

On 17 May 1999 21:27:02 , JI Logan wrote:
>On 10 May 1999 06:52:26 , "John Whalley" wrote:
>|Excuse me for jumping in and being picky...
>|
>|Peter Schneider wrote in message <199905091306.a34373@su2.maus.de>...
>|>As the program speaks English, which will not be changed or translated,
>|please use the correct English spelling, "OPTIMIZE".
>|
>|"OptimiZe" is American, not ENGLISH...
>
>Well, to be doubly picky, the New Oxford Dictionary of English
>actually gives the spelling as 'optimize' but allows 'optimise.'
>

The Shorter Oxford English Dictionary circa 1950 shows only optimize.
(Shorter?? - 2 massive tomes!)

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

3050. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37418f6ca8a910@ford-trucks.com>
Source record: 78568

on Monday 17-05-1999 16:20, Ken Macdonald wrote:

>thanks, but while I have nVDI 4, it will not print to my HPLaserJetII.
>The driver in nVDI is for a HPLaserJetIIp (which I assume means
>Postscript)
>and my HP is not a postscript.

Have you actually tried this printer driver? The HP2p is not postscript;
the "p" stands for personal. HP delivered it as a consumer level, lower
cost version of the II. Try the HP2 driver, I believe it should work for
you.

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Nothing is impossible for the man who doesn't have to do it himself. -- Weller

3051. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37418f6ca8a911@ford-trucks.com>
Source record: 78569

on Tuesday 18-05-1999 17:42, Joost Bataille wrote:

>since a couple of days I'm a registred user of version 2 of Okami.

Congratulations, great program.

>The program works wonderfull but there's one strange problem. When
>I'm trying to write a message or a reply Okami calls the editor. QED
>appears with a new window but the mouse-arrow has disappaered.

I've never seen that problem using the same qed here. Make sure you have
the latest qed (v4.52) and that you set all the config lines for qed in
o.inf. Example:

# External Editor configuration:
editor=d:\utility\qed\qed.app <-- your path, here
editfmt=%f %leditwd=d:\utility\qed

Hope this helps,

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Friends: People who know you well, but like you anyway.

3052. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <37418f6ca8a912@ford-trucks.com>
Source record: 78570

on Tuesday 18-05-1999 21:57, Joe Mirando wrote:

>Jeez, would you believe that I misspelled my own darned name in that
>last message? I MUST be getting old. <G>

Time to fire up that SIG file! ;-)

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Adding manpower to a late software project makes it later. -- Brook

3053. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3740a1a41538ee2@tripnet.se>
Source record: 78571

On Mon 17-05-99 17:03 (GMT) Ted Parrett wrote:

>I have noticed a problem with my Sting 1.20 installation in that if I call
>up the Sting CPX and click on 'drivers' the computer bombs out (two
>bombs....reboot required) every time . I can't find the reason for this.
>Any other users getting the same result ?
>My system is a Nemesised 14mb Falcon using Superboot to start

Never seen this! Something seems to be wrong with your setup. Don't
know what, though.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3054. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3740A2DF.E49BAAA5@ihug.co.nz>
Source record: 78572

Hi there,

Johan Klockars wrote:
>
> Nothing much. Just a PowerPC (MPC8240) at up to 266MHz...
> (I don't think the clock rate of the Tempest has been decided yet.)
>
> At 266 MHz that processor reaches 375 MIPS (Dhrystone (an old integer
> test program)), which should be ten or so times faster than an '040.
> At floating point the difference is probably even larger.
> (Estimated SPEC95 numbers are: int 6.6, fp 5.5)

True it is a -fast- chip, but will Tempest owners get 100% out
of the PPC chip when it will have to be in emulation mode. Mac
owners of PPC machines have reportedly moaned about how slow a
68k program runs under PPC emulation mode.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3055. Re: Hard Drive Partitions over 500megs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3740b18e$0$489@news.zetnet.co.uk>
Source record: 78573

I have used Diamond edge for defragging 1gig partitions but diamond
mirror will not work
Kevin

--
Atari still lives
Main mail kdermott@zetnet.co.uk Lancashire England
Secondary kevin@kdermott.freeserve.co.uk
mug shot and more at http://www.users.zetnet.co.uk/kevin/

3056. Re: CAB 2.7 printing problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <r1403.27$ku3.2068@news15.ispnews.com>
Source record: 78574

On 17 May 1999 01:23:23 , Doug Kendall wrote:
>I've had CAB 2.7 for about a month now and currently have the following
>problem: when I attempt to print either a web document or a local HTML
>file, CAB pops up a box saying: STOP--Printer Not Responding.
>
>I have a dim recollection that I have printed successfully from this
>version of CAB, but I may be mistaken.
>
>However, I can print the same pages from CAB 2.0 on the same machine.
>(Only difference is they're on different partitions.)
>
>The setup is as follows: Atari 520ST, TOS 1.4, 2.5 megs RAM, ICD AdSCSI
>hard drive adapter, NVDI 4, STinG 1.12, CAB2.7, HP Deskjet 500 printer.
>
>Seems to me I've seen similar problems mentioned here a few months ago.
>
>Any and all help welcomed! Aside from this problem (and the fact that some
>of the extra modules don't seem to work), CAB 2.7 seems to be a good browser.
>
>Thanks in advance,
>
>Doug Kendall
>Madison, WI USA
>Madison Area Atari Users Group (MAUUG)
>.

I had the same problem a while back. I had accidently deleted the "spool"
folder for NVDI 5.1. The problem went away once I recreated the folder.

3057. FS: ST Dive Bomber $15

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <x5403.523$ea.62981@nnrp1.ptd.net>
Source record: 78575

I have one copy of Dive Bomber (Sink the Bismark) by Epyx for only
$15.00! plus 3.00 shipping.

512K and color monitor required, disk
Program unopened in original box in plastic wrap!

Its 1941, WWII, your the pilot of a WWII Dive Bomber with machine guns
and torpedos. Your mission is to sink the German battleship The
Bismark!
If interested, e-mail me at:
markreed@postoffice.ptd.net

3058. Re: Hard Drive Partitions over 500megs

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hqktr$3j13@news.ajou.ac.kr>
Source record: 78576

On 17 May 1999 15:08:46 , Derryck Croker wrote:

>
>Have you tried HPOptimizer?
>
>Rgds, Derryck

I did try HPOptimizer, the version right before this latest
release. It did not work correctly on the large partitions.

I'll try the latest release asap and see what happens.
phantomm@kih.net

3059. Re: Hard Drive Partitions over 500megs

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7hqktv$3j14@news.ajou.ac.kr>
Source record: 78577

On 18 May 1999 01:13:55 , "kevin dermott" wrote:
>I have used Diamond edge for defragging 1gig partitions but diamond
>mirror will not work
>Kevin
>

Hi Kevin,

I have used Diamond Edge version 1.10 for all my Hard Drive defragging needs in the past on any where from 30meg to 300meg partitons with no problems. But with the large partitons I have ran into problems.

Not sure what the latest version of Diamond Edge is? or if it is still available here in the USA?

phantomm@kih.net

3060. FS: Lots of Atari stuff....

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Smooth1 <ctsprod@hotmail.com>
Message-ID: <927003646.878.90@news.remarQ.com>
Source record: 78578

These items gotta go!!! I need the space!!! They goes
as follows: <6671>

Hardware: All with Manuals

* Atari 1040 w/16 Megs and a switcher (8 to 16 Mhz) $275
* 130+ Hard Drive (In 2 cases connected by a cable) $150
* 500 + Hard Drive w/CDRom & Tape backup Drives $450
(Comes with 20+ Tape Carts, 4 CD case caddies & 1 Atari CD with
lots of programs - <Gemini Atari CD-Rom, Dec. 1993>)
>>>>> Oh... and I'll leave the software I have on it too! <<<<<
* Color Monitor ..... $ 35
* Black & White Monitor ..... $ 25
* Alfa Data Track Ball ..... $ 40
* Viva 14.4 Fax Modem ..... $ 25
* Zoom 14.4 Fax Modem ..... $ 25
* Atari SM804 w/Outburst..... $225
(Needs new drum and toner)
* Migraph Hand Scanner ..... $ 30
* Migraph Hand page scanner ..... $ 50
Hardware: No Manuals

* External disk Drive (Needs Power Adapter, Radio Shack) . $ 5

Software: All With Manuals

* Easy Draw ..... $ 10
* Degas Elite ..... $ 10
* Typesetter St ..... $ 10
* Stalker/Telecommunication Software ..... $ 20
* G+Plus ..... $ 10
* Migraph OCR/Optical Character Recognition Software ..... $ 10
* Mr Boston Official Bartender's Guide ..... $ 2
* The Juggler ..... $ 5
* Geneva/(Multi Tasking Program) & NeoDesk(Desk Top Prg .. $ 50
* Hyrid Arts Semte Track w/sync box ..... $ 75

Software/No Manuals:

* Hybrid Arts Ludwig Music software ..... $ 2
(Disk Only)

Games: All with Manuals

* F-15 Strike Eagle Flight Simulator ..... $ 10
* Elite/A Fantastic Voyage ..... $ 10
* Defender Of The Crown/Knight Fight ..... $ 10

* Knightmare/Knight Fight ..... $ 10
* ShadowLands/Barbarian Fighting ..... $ 10
* Barbarian/Fighting ..... $ 10
* Lemmings/Maze and Building ..... $ 10
* Ultra V Warrior of Destiny/Knights ..... $ 10
* Baby Jo/Baby Super Hero ..... $ 10
* Drakkhen/Dragons ..... $ 10
* The Pawn/Good and Evil Fight ..... $ 10
* Dragon Of Flame ..... $ 10
* Breach ..... $ 10
* Time Bandit ..... $ 10
* Quest Glory ..... $ 10
* Romancing The Throne ..... $ 10

Games Disk only:

* Dragon Master ..... $ 2
* Rambo 3 ..... $ 2

Programing Software & Book Combination:

* Mark Williams C Compiler/4 Disk/ and Update (2 Disk)
Mark Williams C For The Atari ..... $ 15

* CSD C Source Debugger1 Disk
Mark Williams CSD C Source Debugger For The Atari ST ..... $ 10

Programing Books:

* Prospero C, Language, AES Bining, Library, VDI Binding . $ 10
* Atari ST Internals/The Authoritative Insider guide ..... $ 5
* Atari ST Graphics & Sound/Mastering Capabilities ..... $ 5
* Peeks & Pokes/Hidden Secrets with in the Atari ..... $ 5
* Atari ST Application Programming ..... $ 5
* Atari ST Gem Programmer Reference ..... $ 5

Software Books with no Disks:

* Mark Williams resource Editor For The Atari ..... $ 3

>>>>>>>>>>>>> Package nogotiations are welcomed! <<<<<<<<<<<<<<<
>>> For those who are interested I will sell whole lot for $1600
Buyer(s) pays shipping!! All reasonable offers will be considered!!!

e-mail: ctsprod@hotmail.com
I'm also willing to set up meetings using these programs:
* IRC(Internet Relay Chat) <everyone can use this>
* Netmeeting
* iPhone

3061. Re: Help with LG 520si and Videlity

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hr1pv$tn4$2@news4.svr.pol.co.uk>
Source record: 78579

On 16 May 1999 15:25:51 , Daniel L. Dreibelbis wrote:

> About a few days ago, I bought myself a brand-new SVGA monitor for my
>Falcon, a 15" digitally controlled one made by LG Electronics of
>Denver, Colorado. And for the most part it's worked great, except:
>
> I can't get a hi-res TrueColour screen under Videlity.

It does sound as tho' the monitor won't synch to the particular scan rates
that you have set for TruColor in the Videlity setup prog.

Try tweaking the various settings, I can get 704*528 on my less well-endowed
monitor without difficulty - but on the way I noted that there were certain
settings that required tweaks to persuade the monitor to actually display
the test pattern at all! (You've got the pixel clock on 25MHz and 1/4 size
pixels?)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3062. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7hr1q2$tn4$3@news4.svr.pol.co.uk>
Source record: 78580

On 16 May 1999 18:48:15 , Ronald Andersson wrote:
>Hi Guys,
>
>I've now experimented extensively (for appx 30 Hours) with various STinG
>tweaks and improvements. I found that one control has a strong effect

Thanks for taking the time to try this stuff out, I'm afraid that I can't see any improvement (in aFTP1.52b) upload speed here tho' :-(

Pardon me for changing tack, but a week or so back there was a suggestion that some script difference between STinG and STiK (pardon me if I have that wrong) was responsible for causing Dan's cab.ovl to fail on the autosurf and background file downloading modules of CAB. Olivier's overlay worked fine. Was there any conclusion reached on this?

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3063. Re: Questions on Falcon030

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3741169C.4D1DC208@directprovider.REMOVETHECAPITALS.net>
Source record: 78581

Steve Lugovsky a ï¿½crit :
>
> Hey there, I just purchased a Falcon 030 for my Midi Studio, and as I'm only
> familiar with the ST/Mega line, had a few questions...
>
> 1)Where can I get a monitor for it? Is there a cable/adapter for use with
> current monitor products?

You can use either an ST monitor (colour or mono) or a standard VGA
screen. In both cases you need an adapter, which can be easily home
built if you're not afraid of soldering connectors. There are schematics
in the Quick FAQ.

>
> 2)With the DSP of the Falcon, is it possible to do digital sound editing? If
> so, what is the best software released, and where can I obtain cables to
> connect the dsp to a digital device such as a DAT machine?

Yes, you can do all kinds of sound manipulation with the DSP. There is
lots of stuff out there. Have a look at http://www.soundpool.de or the
program Zero X.

Soundpool also sell DAT and SPDIF interfaces, and all kinds of expensive
electronic gizmos for the Falcon.

> 3)Is there an ST/mega/falcon (all you ever wanted to know) resource website
> out there for newbies such as myself?

The Atari ST Quick FAQ: http://quickfaq.atari.org

>
> 4)What was is the best MIDI sequencing package available for the Falcon?

Depending on who you ask, it'll be either Cubase or Notator/Logic.

The Audio versions of these programs allow you to mix MIDI and Audio
tracks (for guitar, vocals, etc...). Cubase Audio Falcon remains an
industry standard.

Avoid any cracked copies you might come across like the plague. They are
not stable enough to work with more than 5 minutes.

> Forgive the ignorance...Any help would be greatly appreciated!

Once you've asked the question, you're no longer ignorant.

Nick
--

||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3064. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3741164f$0$493@news.zetnet.co.uk>
Source record: 78582

On 17 May 1999 17:03:07 , Ted Parrett wrote:
>I have noticed a problem with my Sting 1.20 installation in that if I call
>up the Sting CPX and click on 'drivers' the computer bombs out (two
>bombs....reboot required) every time . I can't find the reason for this.
>Any other users getting the same result ?
>My system is a Nemesised 14mb Falcon using Superboot to start

Did you install the new CPX? The old CPX are inconsistent with v1.20.
It's all in the docs.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3065. Re: Hard Drive Partitions over 500megs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: claytone@aa.net
Message-ID: <7hr8an$v30$1@slave1.aa.net>
Source record: 78583

Hi Mr. Phantomm,

I have Diamand Edge. After reading your posting, I tried doing a "defragmantation" on a 810meg partition on my 1gig Toshiba IDE drive on my 14meg Falcon using TOS 4.04. It worked fine. The partition was quite fragmented. No problems. I believe I've also used it on a (1gig) SCSI partition for audio. I think you'll have to find a used version of this program, as the company no longer supports Atari, (or even exists?). But some dealers may still have a new copy. I hope you find something that works well for you.

Howz the VMF working out? ;-)

Bye,

Clayton Murray
claytone@aa.net
Seattle, WA USA

On 15 May 1999 17:29:38 , Phantomm wrote:
>Recently setup several 800/900+ hard drive partitions on my 2.5 IDE.
>Using HD Driver with TOS 4.04 Falcon. This works fine. Only
>problem I have ran into is finding suitable software to defrag these
>large partitions. So Far the only one I have found that works
>correctly is ZORG which by the way is FREE! IIRC. However I have ran
>into a problem with ZORG. It seems that if I have a very large amount
>of files/folders on a partition, ZORG will run out of MEMORY?
>This on a 14meg Falcon.

3066. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <927019242.468.46@news.remarQ.com>
Source record: 78584

Good going Adam and thanks for the input! A little poking around never hurts anybody eh?

Peace,

Siadiv

Adam Foster <afoster@zetnet.co.uk> wrote in message news:373CCF9C.9817B458@zetnet.co.uk...
> Hello...
>
> Steve wrote:
>
> > Vidais Lovette <loveit@pacificnet.net> wrote:
>
> > > Hello, I was wondering if anyone can tell me why my Atari Mega ST4 keeps
> > > rebooting itself. Sometimes when it reboots it will stay on up to 1/2 hr.
> > > but all of a sudden it will just reboot itself. Can anyone tell me what the
> > > prob may be? Could the floppy drive be going bad? Thanks in advance!
>
> > My Mega 2 does the same, but sometimes it doesn't just reset but will
> > stay in the reset-mode. (60hz screen display. iyswim)
>
> Something vaguely similar happened with my ST - it had a tendency to
> crash with a weird botched horizontal scan when the hard disk was
> accessed, particularly on startup. It took some time to diagnose; at
> first I thought it was a software problem, then a serious problem inside
> the ST (I thought it was dying). It was a rather weird - the ST had a
> tendency to crash continously for my mum, but when I had a look at it,
> it worked first time - after I moved it to a more comfortable typing
> position.
>
> It turned out to be a bad contact in the hard disk socket, which was
> fixed with a spot of Servisol and a flathead screwdriver - I bent the
> pins in the plug apart slightly, so they actually touched the contacts.
> The ST hasn't had a similar crash at all for months, and looks like it
> might last another ten years (it's used almost daily by my mum).
>
> Just another possible solution...
>
> Adam Foster (now happy with numerous PCs running Linux)
>

> --
> Adam Foster - afoster@zetnet.co.uk
> +---+
> 'My software never has bugs - it just develops random features.'

3067. Re: Why Does My Mega ST4 Keep Rebooting??

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Vidais Lovette <loveit@pacificnet.net>
Message-ID: <927019050.616.92@news.remarQ.com>
Source record: 78585

Hey Steve! The spray that I used is for computer parts and it's called Contact Cleaner by M.G. Chemicals. A can of de-oxit should work as well. The WD40 is a little heavy and oily but like they say......."whatever works".! Thanks for the input.

Peace,

Siadiv

Steve <Steve@mguk.enterprise-plc.com> wrote in message news:1drticb.ixj3r8pr13pcN@max01-069.enterprise.net...
> Vidais Lovette <loveit@pacificnet.net> wrote:
>
> > Steve, it seems that spraying the conduit on the contacts did the trick. My
> > Atari has been holding up ever since yesterday. I left it on all night just
> > to see if it would start rebooting on it's own again. So far....so good!
>
> Good news. What kind of spray did you use? My cousin did something
> similar with his old STe a few years back. This kept failing every so
> often, so in the end his simply whipped off the case and sprayed it with
> WD40. I couldn't believe it and thought what an idiot, but it worked for
> years after :)
>
> --
> Steve
>
> MacGamer UK
> http://web.ukonline.co.uk/macgamer/

3068. Emulators suitable for P133

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Douglas Lithgow <r6164c@email.sps.mot.com>
Message-ID: <3741318D.2B1BC5FC@email.sps.mot.com>
Source record: 78586

Hi

I'm new to this group. Are there any good ST emulators available for the PC, and any good sites for software, similar to ZX and C64 sites ?

Regards

Dougie

3069. MPEG 1&2 Video decoder

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: LE COAT Francois <lecoat@ief.u-psud.fr>
Message-ID: <37413805.B98C4FAE@ief.u-psud.fr>
Source record: 78587
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.st.tech

Hi,

I have adapted MPEG2DECODE, a bitstream ISO video 1&2 decoder, to all
ATARI platforms running more or equal to 256 colors. The decoder's
binaries are available at http://eureka.atari.org/mpeg2dec.zip
It works now nicely. But, I was wondering whether someone would be
able to extend the C source code, so that it could decode MPEG
audio included in the stream. I've no idea of what to do, but maybe
someone would do it. The sources have been succesfully compiled
with PURE C 1.1 and GCC 2.8.1 in 16 and 32 bits int modes. There's
more and more MPEG sequence on CDROMs nowadays, and decode them
without the sound is a bit frustrating. Of course there's a need
of CPU power to decode MPEG, but I have an HADES 060, and powerfull
ATARI computers now apear. I think that to decode both Video and Audio,
Audio should be preprocessed, and be played while decoding Video.
I've no idea of MPEG Audio formats, either than the audio stream
included in video, but, my decoder decodes MPEG Audio/Video 1&2
streams without the sound for the moment. If anyone has the ability
to adapt my C sources, I would be glad to send them. Maybe
I could take advantage of MPEG Audio decoders that are available
on ATARI.
Thanks for cooperating ...

Regards,
Bye for now,

-- Francois LE COAT
Author of Eureka 2.12 (2D Graph Describer 3D Modeller)
WEB : http://eureka.atari.org
E-mail : mailto:lecoat@atari.org

3070. Re: Emulators suitable for P133

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37415F60.79E44C36@directprovider.REMOVETHECAPITALS.net>
Source record: 78588

Douglas Lithgow a ï¿½crit :
>
> Hi
>
> I'm new to this group. Are there any good ST emulators available for the
> PC, and any good sites for software, similar to ZX and C64 sites ?
>

http://lgd.atari.org

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3071. Re: Hard Drive Partitions over 500megs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCK>
Message-ID: <927033732.21809.0.rover.d4ee43b5@news.demon.nl>
Source record: 78589

Clayton Murray wrote:

> I have Diamand Edge. After reading your posting, I tried doing a
> "defragmantation" on a 810meg partition on my 1gig Toshiba IDE drive on my
> 14meg Falcon using TOS 4.04. It worked fine.

Uh? Hmm I can't get it to make any sence of my 800MB partitions. :)
(Negative number of free/used bytes, finds disastrous errors when it
tries to check, and this was on a cleanly formatted drive.) :)

> partition for audio. I think you'll have to find a used version of this
> program, as the company no longer supports Atari, (or even exists?). But
> some dealers may still have a new copy. I hope you find something that
> works well for you.

I had 2.01 and found a patcher to upgrade it to 2.04, it's on
ftp.funet.fi. But since yours recognises bigger partitions, I assume you
have a higher version? :) Might be a downloadable upgrade for it too.

Maurits.

3072. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <374106f47b2e39c0@holleman.demon.nl>
Source record: 78590

on Mon 17-05-1999 20:55 Richard Elwell wrote:

>I have the same problem on my Falcon. After installing Sting 1.15 I
>suffered the massive drop in speed. Using an older tcp.stx cured it.
>
>After reading Ronald's message I wondered whether altering the DEF_RTT
>might allow me to use v1.20 at reasonable speeds.
>
>Unfortunately it doesn't work for me.

Hi Richard,

you do use the newest TCP.STX that came with Sting 1.20, do you?
Funny, the slow-speed-problem didn't show here straight from the beginning.
It was the first module that worked OK, after having been forced to use an
old one with earlier upgrades. The new DEF_RTT setting thusfar only
influenced the speed for Popwatch here, haven't checked aFTP yet...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3073. Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <374198b83b4f81@xs4all.nl>
Source record: 78591

Hello everyone,
since a couple of days I'm a registred user of version 2 of Okami.
The program works wonderfull but there's one strange problem. When
I'm trying to write a message or a reply Okami calls the editor. QED
appears with a new window but the mouse-arrow has disappaered. It
returns nicely after quitting the editor with alt-Q and re-entering
Okami. I also tried Everest as editor but that didn't make any
difference. My computer is a Falcon with Magic 5.04 and NVDI 4.11.
Does anyone have similar experiences or a suggestion? I'd appreciate
it.
Regards, Joost.
--

Joost Bataille email: bataille@xs4all.nl

3074. asdf

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: Dodo <dodo@usa.net>
Message-ID: <37418e0f$0$214@nntp1.ba.best.com>
Source record: 78592

```
asf
```

3075. Looking For 520ST Power S

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927037729@acpu.com>
Source record: 78593

"Paul Burg" <zoupman@erols.com> spake thusly:

Z > 520ST at a flea market with no power supply for 10 bucks. If
Z > anyone has one for sale

I have (or more precisely, Atari Boise Users Group has) a couple. We
could sell one or two. Please let me know your snail mail address so
I can figure shipping (I assume you are in USA).

We won't want big bucks for this. Anybody know what we should charge?

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... The brain you have reached is not in service at this time
___ Mountain Reader II - #00000077

3076. Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-18 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927037730@acpu.com>
Source record: 78594

Steve@mguk.enterprise-plc.com (Steve) spake thusly:

S > I remember from years ago there being a tiny util to set the
S > STs ram to a certain amount. This was usful for programs that
S > didn't like STs with 4mb ram. I remember this util from many
S > many years ago, but can't find a copy on the internet. Any
S > ideas?

I have an auto folder prg called memset.prg here. Email if you want
me to send it. 923 bytes. Worked fine for me; sets memory to just
about any integral size.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... A program is used to turn data into error messages.
___ Mountain Reader II - #00000077

3077. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3742fb27$0$10474@news.zetnet.co.uk>
Source record: 78445

On 19 May 1999 01:19:22 , Slc.Dennis Bishop wrote:
>On 16 May 1999 14:03:14 , Neil Roughley wrote:
>
>>The default value for DEF_RTT is 50, not 200. Anyway, changing this
>>value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
>>at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!
>>
>Where do I find this setting?

STiNG's DEFAULT.CFG

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3078. Re: Video capture

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: rsw@ecn.ab.ca
Message-ID: <3742fe21.0@ecn.ab.ca>
Source record: 78446

DAVID L. ORMAND (dlormand@aztec.asu.edu) wrote:
<edited>
: I am wanting to generate GIFs or JPEGs to put in a video-titler
: presentation, with something like a digital camera or video camera
: as an input source.
GIFs or JPEGs? see next comment.

: This video-titler puts Degas pictures up in ST Low Rez and I pipe the
: composite output to a video projector. So the most disturbing limitation
: is 16 colors. Oh, well.

see if VideoMaster is still available. on an ST it'll do grey-scale capture til you run out of RAM (i think 4Meg memory gave me about 400 frames or so at 160x100). if you want stills only you can use the full-screen mode and save in 16 or 512 colour. it had an extended palette mode as well, if i remember correctly. Degas, Neo, IFF, Spectrum formats supported. can't recall if 16 colour GIF was also an option.

there's also a VideoMaster made for Falcon, which i've not used, but i believe had better resolution and colour settings.

: On a side note, I would be wanting to convert from whatever format
: the frame-capture system produces to .PC1 or .IFF. GEM-View does
: this. Is this the best tool for the job? Is Dieter Fiebelkorn still
: around (to take fairware contributions, say)?

well, the conversion is unneccessary if you get VideoMaster. if you get something else, i find ImageCopy (i've got v3.5) with it's batch processing and dither-options to be a very useful tool. GEM-View was it's main competitor back then, so it seems likely that it must be on a par with ImageCopy for options, etc...

if you're working in 16 colour mode, i'd suggest you find CyberPaint and use it's compositing features. Prism Paint also can be useful, and it was a giveaway on an ST Format diskette. #48 i believe. but it sucks compared to CyberPaint, trust me. nothing in my experience came close to CP for animation, compositing, and image manipulation on the ST. too bad they never made the port to Falcon like was rumoured a few years ago...

if you REALLY want to get fancy, get a Video deck with a good pause option (no blur), then sample each frame into VideoMaster as a Spectrum image, save off each frame in it's RGB components as a Degas file. do a manipulation of each component in CyberPaint (CP lets you save certain data transformation configurations), then re-load the three files back into VideoMaster. it takes a bit of practise to learn what you can and can't do (DON'T change the palette info or you're toast, etc), but the

results are pretty out there. you end up with pretty bizarre looking Spectrum files, which can be merged into a 512 colour animation using SPCtoSPS.PRG (a program by John Stanford).

word of warning. yes, this is very cool to achieve on a sixteen colour ST, but you pay the price in time. each frame you capture in VideoMaster at 512 colours will take about, oh, 30 seconds to save.
-saving the RGB components will take another thirty seconds.
-loading each frame into CyberPaint will take 4 or 5 keystrokes/seconds.
-saving off each frame FROM CyberPaint...ditto.
-reloading each RGB component will take... you get the idea right?

if i could find a program that built DLT's from Degas files, and also could break DLT's into individual Degas files, i'd be a lot happier. so would my girlfriend... i had actually found a TTP that was supposed to do something like this, but it never worked properly for me. maybe it didn't like the fact i had an STe, or maybe it was TOS1.62; i dunno...

actually, if you have access to a Falcon, Black Scorpion had a thing going with a REALLY nice animation program, can't recall the name. it was supposed to have a video hardware made (or being made) for it. i never got a Falcon, so i don't know what happened to that one. sounded very cool tho.

well, that was a lot of babble. hope some of it was useful.
rob
rsw@ecn.ab.ca

3079. LZHshell

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3743031d$0$10481@news.zetnet.co.uk>
Source record: 78447

Hi All,

Does anyone know where I can get hold of the english version of
LZHshell from?

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

3080. 20,000 calls...

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7hv00c$2cn$2@news.campuscwix.net>
Source record: 78448

Just thought I'd mention that this week, the DarkForce! BBS received its 20,000th caller... I know, thats not a lot compared to some BBS's, and its surely taken longer over the last year than it has in previous years, but still...I'm very appreciative of every Atari user who has taken the time and expense to support us. I'm looking forward to the next 20,000 calls as well...

(or retirement-whichever comes first! <big grin>)

Catch ya later...

```
_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3081. Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7huvp8$2cn$1@news.campuscwix.net>
Source record: 78449

Hi. I've just picked up a null-modem cable from a PC-owning friend (he supports Linux, so I can tolerate him!), and I'm attempting to use it with a TT and a Mega ST. Its got female connections on both ends, (25 pins) so it plugs right into the Mega ST and I'm using a pass-through 25 pin to 9 pin adaptor for the TT. Now...I fired up both machines, and the Mega ST is the one that runs DarkForce (my BBS), using BBS Express! ST v1.98a while the TT has both CoNnect (GEM) and Minicom v1.71 (MiNT) on it. Well, I tried calling with both of the comms programs on the TT, but nothing happens. Minicom won't let me do an "ATDT number" on its screen, won't accept any keyboard input. Ditto with CoNnect under GEM. If I try to dial from CoNnect using the dialer, it tells me that "this window is already connected to a host". I did also try booting up one machine, then the other, and vice-versa. This made no difference either...Does anyone know if BBS Express! ST is capable of recognizing an incoming signal from a null-modem cable? Hmm...

So...my question(s) are: do I need to do something else to get these 2 machines to communicate with each other-or am I simply doing something wrong as is?

BTW: using CoNnect and Minicom with a regular modem works just fine, so its not the port or the programs as they are now.

Thanks in advance... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3082. Re: Just another whine

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3742f6ac93628300@holleman.demon.nl>
Source record: 78450

on Wed 19-05-1999 11:45 BobKing wrote:

From where I work I know that Atari and
>many programs were very innovative for their day (see my previous
>postings), and that to this day the lean programming forced by limited
>memory has given the TOS and clones platforms some amazing programs for
>their size, but unfortunately, in a world where market forces rule,
>giving rise to mass production, resulting in low cost RAM production,
>resulting in lazy bloated programming, the fact that the ?60 or whatever
>Photoline for PC has more features etc, is inevitable, the vast PC
>public love it and to them, size does not matter. Most of the stuff
>that passes across my desk is unnecessary self feeding bloat, buts
>that's life and it does keep people employed. Coupling the above Hyp.
>with Bengy's review of the iMAC and MagicMac (see his marvellous
>pages), fills me with dreams of what could have been if Atari had been
>spelt IBM and/or Bill Gates had been christened Tramiel..

Hi Bob,

I'm not so sure: imagine Gates had been christened Tramiel, wouldn't we have had TOS 1.00 with an enormous amount of patches, totalling up to 250 Mb where one wouldn't even guess where all the different files are for or even are located, what they do etc...??

Then, there still are marvels: take Papyrus. Right, for an Atarian it's big, around 4.3 megs without the dictionaries. (I'm talking about the 7.02 demo I'm still running). Compare this to Word-97... Then take a "document" for Word, write 2 lines full of text (one font, average size), save it and you'll have a file of 20 kB. Do the same in Papyrus and the file is maybe 1 k.
Papyrus is out for Win-95, OS/2 and Mac as well, is getting popular and is very limited in size there too...
I can create Word-docs with it (RTF style), take it to the box at work, load it in Word and only the graphics need some re-setting.

One of the positive sides of this whole Win/Gates stuff is it made components for US cheaper too :-)

There still are programming marvels for us Atarians...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |

```
| BBS: +31-412-644411 |
|_____________________________________|
```

3083. Re: Converting ST files to PC

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <927139876.15742.0.nnrp-04.9e985e5c@news.demon.co.uk>
Source record: 78451

Sandy's News wrote in message ...
>I've got an old Atari 1040STF (no hard drive, just 3.5 floppies). I need
to
>convert some old First Word + documents over to a DOS/Win95/98 PC format
>(pref. Word or RTF but text will do). The documents are all on ST
formatted
>720k (?) floppies.
>
>How can I do this conversion? N.B. I am unfamilar with ST emulators, so
>please provide detail where necessary.

Check out my page on the subject at:

http://www.whalley.demon.co.uk/atari/texts/wp_help.html

This includes RTF options, but omits the Marcel word processor, which will
also import 1WP and export RTF, I believe (*thinks* must do an update
soon...).

HTH
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3084. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1ds2eyl.it99s6pv5g4qN@max05-015.enterprise.net>
Source record: 78452
Cross-posted to: comp.sys.amiga.games,comp.sys.amiga.hardware,comp.sys.atari.st

<a1exh@hotmail.com> wrote:

> Hi everyone!
>
> The Thalion Webshrine now has it's own BBs! It's for talking about the
> site, ex-members and their Demos groups (TEX,TCB,TLB etc.) Hints tips
> cheats etc. basically anything related to Thalion or the ST/Amiga!
>
> Cheers
>
> Alex Holland
> http://Thalion.atari.org

Excellent!

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3085. Re: Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1ds2ewt.1d5dkpyx365ndN@max05-015.enterprise.net>
Source record: 78453

John Garone <swampfax@atlantic.net> wrote:

> >S > I remember from years ago there being a tiny util to set the
> >S > STs ram to a certain amount. This was usful for programs that
> >S > didn't like STs with 4mb ram. I remember this util from many
> >S > many years ago, but can't find a copy on the internet. Any
> >S > ideas?
> >
> >I have an auto folder prg called memset.prg here. Email if you want
> >me to send it. 923 bytes. Worked fine for me; sets memory to just
> >about any integral size.
>
> I've got a reset-proof RAM prg. (soft reset, if you have to use the
> reset button in back of ST4 case) which does'nt lose the data already in
> RAM! E-mail me if you want. John

That's ok John, I've got the memory utils now.Thanks anyway.

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3086. Re: 20,000 calls...

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37430d70947f10e0@holleman.demon.nl>
Source record: 78454

on Wed 19-05-1999 18:30 DarkChyld wrote:

>
> Just thought I'd mention that this week, the DarkForce! BBS received
> its 20,000th caller... I know, thats not a lot compared to some BBS's,
> and its surely taken longer over the last year than it has in previous
> years, but still...I'm very appreciative of every Atari user who has
> taken the time and expense to support us. I'm looking forward to the
> next 20,000 calls as well...
>
> (or retirement-whichever comes first! <big grin>)

Hi Ronald,

I doubt I'll ever reach one-tenth of that... Up till now: zip-nada-nothing reactions. Okay, I haven't got much available right now, since I'm pretty unsure about exactly what to put up there. Don't wanna start real competition with others. For a real extensive support BBS I haven't got the HD space plus I want to keep it small. Rite now I put up some Internet stuff, the Matrix stuff that is also available from my homepage and a few piccies (just for the fun of it).
I've been asking before, if people have suggestions, they're welcome.
Rite now anyone can login as Guest, have 20 mins access time and a 5 megs free D/L. Once registered the level moves up to 30 mins access time automatically.
Again, time will tell. As long as my system runs 24 hrs/day, I can leave the BBS stuff on as well, doesn't harm...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3087. Mailing list?

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <374331a05c2310@smok.krakus.top.pl>
Source record: 78455

Hi all,

Do you know any mailing list linked to this newsgroup?
Does exist such a mailing list?

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3088. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3743391d$0$10475@news.zetnet.co.uk>
Source record: 78456

On 18 May 1999 11:00:59 , "Alan K. Wortham" wrote:
|I've recently acquired a Mega ST2. It has a AA battery case on the Hard
|Drive case as well as the CPU box. What are these for?
|Also, how do I tell which version of TOS it is running?

The original Mega had a hardware clock with the battery under a
cover in the top, back, lefthand corner. It did not come with a hard
drive as standard. The Mega STe did. The TT which uses a similar
case (different colour) had a lithium clock backup battery under the
cover for the hard drive. The Mega STe might have the same.

John Logan

3089. Re: Hard Drive Partitions over 500megs

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3743391c$0$10475@news.zetnet.co.uk>
Source record: 78457

On 18 May 1999 08:28:07 , Clayton Murray wrote:
|Hi Mr. Phantomm,
|
|I have Diamand Edge. After reading your posting, I tried doing a
|"defragmantation" on a 810meg partition on my 1gig Toshiba IDE drive on my
|14meg Falcon using TOS 4.04. It worked fine. The partition was quite
|fragmented. No problems. I believe I've also used it on a (1gig) SCSI
|partition for audio. I think you'll have to find a used version of this
|program, as the company no longer supports Atari, (or even exists?). But
|some dealers may still have a new copy.

HiSoft in the UK certainly had some recently and were selling them off cheap.

John Logan

3090. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3743391f$0$10475@news.zetnet.co.uk>
Source record: 78458

On 17 May 1999 16:20:34 , Ken Macdonald wrote:

| . . . .
|thanks, but while I have nVDI 4, it will not print to my HPLaserJetII.
|The driver in nVDI is for a HPLaserJetIIp (which I assume means
|Postscript)
|and my HP is not a postscript. nVDI 5 prints OK (I tested it from the
|TAF machine)
| . . . .

The 'p' stands for personal as far as I know. It tends to be a slightly less robust version of the non-p printer. I am using a LJ5p now but have used a LJ4p and LJ3p with Papyrus and NVDI with no problems. I wonder if there was a change in the language after the 2p? But even if there was, if you have the appropriate driver it should work. Are you working in colour? There is something about printing while in a colour mode which rings a bell. The other thing is that Papyrus has its own drivers for the printers and these are preferable to NVDI's as they are faster. I only use NVDI with Papyrus to get the fonts. Try experimenting with the settings - I forget which menu they are under - possibly Compatability (but note the warnings!).

John Logan

3091. Re: 20,000 calls...

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hDYb0mR.dpj@delphi.com>
Source record: 78459

Ron,

Congrats on your BBS milestone!! I can appreciate your enthusiasm. I
just took my ToadHall BBS down after almost 12 years of non-stop operation.
It was difficult to do; and I postponed doing so for a very long time,
but the activity was negligible. People changed platforms and the internet
stole away users. It just wasn't worth maintaining any longer, unfortunately.
Good luck with your!!

-Dana

3092. FS: stacy2 "laptop" / lots of music software

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: nateb71@hotmail.com
Message-ID: <nateb71-1905992137050001@63.64.199.46>
Source record: 78460

```
Stacy 2/80 "Laptop" $450

Passport Master Tracks Pro
Sequencer and
MIDI Transport
32 channel interface
w/SMPTE $125

OTHER ATARI SOFTWARE- All for $150

Steinberg

Synthworks FB-01 $25
Synthworks DX/TX $25
Synthworks TX-81Z $25
Synthworks ESQ-1 $25
Synthworks MT-32 $25

Soundworks Mirage $25
Soundworks Emax $25
Soundworks Akai S-900 $25
Soundworks Prophet-2000 $25

Desktop Mixing DMP-7 $25
Twenty-Four $35
Masterscore $35

Chord Magic $15
Rhythm Time $15
Scale Master $15
Note Wizard $15
Music Lights $15
FB-01 Voice Master $25
CZ Voice Capture $25
D-50 Capture $25

(+shipping)

nathan_brenholdt@playstation.sony.com
```

3093. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <374407701a7fc70@mail.otenet.gr>
Source record: 78461

on Tue 18-05-1999 17:42 Joost Bataille wrote:

>Hello everyone,
>since a couple of days I'm a registred user of version 2 of Okami.
>The program works wonderfull but there's one strange problem. When
>I'm trying to write a message or a reply Okami calls the editor. QED
>appears with a new window but the mouse-arrow has disappaered. It
>returns nicely after quitting the editor with alt-Q and re-entering
>Okami. I also tried Everest as editor but that didn't make any
>difference. My computer is a Falcon with Magic 5.04 and NVDI 4.11.
>Does anyone have similar experiences or a suggestion? I'd appreciate
>it.
>Regards, Joost.
>
Try setting the name in lowercase, eg editor=c:\qed\qed.app, this will
probably fix your problem. As it says in O.INF "case is significant",
ie UPPERCASE results in pexec() (no mouse under multitasking ;-),
lowercase results in shell_write().

Regards Vassilis

3094. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Ken Macdonald <macdonald@cfc.dnd.ca>
Message-ID: <37432B3F.8C3536C7@cfc.dnd.ca>
Source record: 78462

JI Logan wrote:
> The 'p' stands for personal as far as I know. It tends to be a
> slightly less robust version of the non-p printer. I am using a LJ5p
> now but have used a LJ4p and LJ3p with Papyrus and NVDI with no
> problems. I wonder if there was a change in the language after the
> 2p? But even if there was, if you have the appropriate driver it
> should work. Are you working in colour? There is something about
> printing while in a colour mode which rings a bell. The other thing
> is that Papyrus has its own drivers for the printers and these are
> preferable to NVDI's as they are faster. I only use NVDI with
> Papyrus to get the fonts. Try experimenting with the settings - I
> forget which menu they are under - possibly Compatability (but note
> the warnings!).
> John Logan

I have tried experimenting, there are basically no setting s to
experiment with though.
the HP LJII is a b/w printer so colour is not the problem.
and P stands for postscript afaik, as you can install a postscript
module in the printer if you want.
maybe it has something to do with memory, perhaps i need more printer
memory, as I have problems with Pagestream printing out half pages.
thanks.merci
ken

3095. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905192053.a42557@su2.maus.de>
Source record: 78463

Hi Steve,

SS>What I'd like to know is why doesn't HD Driver detect the drive on the
SS>other drive ID's, as opposed to just ID 1!!!!!
in my chain the ID of the MO drive doesn't matter to HD Driver at all!
Actually, it is Number 4.

Und TTschï¿½
ps

3096. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905190504.a37945@wun.maus.de>
Source record: 78464

Hallo Alan K.!

AKW>but what does the AA battery case on the CPU box do?

That one will hold two AA batteries (surprise :-) to operate the real time
clock.

mit freundlichem Gruï¿½ aus Ahornberg
Ekkehard

3097. Re: Attaching a SC1425 to a pc ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: John McDermott <john.mcdermott@virgin.net>
Message-ID: <7hsour$33b$1@nclient5-gui.server.virgin.net>
Source record: 78500
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

If thats the colour one that works on an ST and STe like the Philips 8833
then the answer is no unless you intend to use CGA or an EGA card that runs
on a CGS monitor. No modern operating systems (ie above windows 3.11)
support these resolutions. John.
Geert Poels wrote in message
<140519990713418375%Geert.Poels@village.uunet.be>...
>Hello,
>
>I was wondering whether the Atari SC1425 color monitor
>could be attached to a pc ?
>Is it just another cable or through a convertor ?
>
>Thanks !
>
>Geert

3098. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <JGlEOfAqGfQ3EwUD@steverosie.demon.co.uk>
Source record: 78501

In article <3741CCB1.5B021370@email.byu.edu>, Alan K. Wortham
<akw32@email.byu.edu> writes
>Thanks! but what does the AA battery case on the CPU box do?
>

The battery compartment on the hard drive doesn't do anything. On the
main unit (CPU box), it powers a RTC (Real Time Clock) that's on the
Mega's motherboard. 2 x AA batteries, well my ST4 is anyway.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3099. WANTED: DIP switch settings on the Mega STE's

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Im5EGgAYIfQ3EwWK@steverosie.demon.co.uk>
Source record: 78502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Hi

Does anyone know where I can get the above info;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3100. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <LWAEamA$KfQ3EwU0@steverosie.demon.co.uk>
Source record: 78503

In article <7hskec$2pi$1@news7.svr.pol.co.uk>, tennent@mail.com writes
>Does anyone know what having 20 bombs across the screen means? I that the
>number of bombs you get denotes what sort of error it is, but I have long
>forgotten! It happens to me when I use Pacifist to play Championship
>Cricket from the Automation CD11 (or rather the disk image of it), and I go
>to play a County Championship game. Anyone else expirenced this and is
>there anyone who knows how to solve it?

You've 'bombed out' big time.

It sounds like a multiple error, when an error occurs during the
handling of another error, upon another error...

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3101. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <fmFBGvAocfQ3EwVc@steverosie.demon.co.uk>
Source record: 78504
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

In article <7hs95o$ks4@james.hwcn.org>, Chris Cracknell
<ad329@james.hwcn.org> writes
>
>Speaking of atari and strip poker. A friend of mine who used to run an ST
>BBS told me there was a strip poker game for the ST that featured
>"Judy Jetson" (or was it Jane, his wife). I have never in all my travels
>run across this game. Does anyone know if it really existed and it archived
>on some ST site on the web?

Sorry I can't help there.

>
>Were there any other Atari ST strip poker games besides "Teen Queen" strip
>poker? I've got that one, it plays an interesting game of poker since all
>cards lower than a 7 are eliminated from the deck. It makes for a very fast
>game. The graphics are cute but I find the poker play to be very
>unintelligent.

Yes there is Strip Poker, Strip Poker Deluxe and there was an Othello
one called Centre Squares. There are a few more, but I can't recall them
at the moment.

<snippety, snip - card games>

There is a great package that allows you to choose computer opponents,
Hoyles book of cards. I can't remember which volume does poker, etc. and
which one is dedicated to patience card games.

As far as I know they only did 2 packages, vol. 1 & vol. 2! And was
published by Sierra online, and IIRC allowed use of a midi device for
the music!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3102. Re: WANTED: DIP switch settings on the Mega STE's

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <3741FAEF.3C62@alphalink.com.au>
Source record: 78505
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari

Steve Stupple wrote:
>
> Hi
>
> Does anyone know where I can get the above info;)
>
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

Me 2
--
Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3103. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <brn03.464$NA2.44059@news1.telusplanet.net>
Source record: 78506
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

In article <fmFBGvAocfQ3EwVc@steverosie.demon.co.uk>, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

> In article <7hs95o$ks4@james.hwcn.org>, Chris Cracknell
> <ad329@james.hwcn.org> writes
>>
>>Speaking of atari and strip poker. A friend of mine who used to run an ST
>>BBS told me there was a strip poker game for the ST that featured
>>"Judy Jetson" (or was it Jane, his wife). I have never in all my travels
>>run across this game. Does anyone know if it really existed and it archived
>>on some ST site on the web?
>

Speaking of "adult games", I remember a few years back, Me and a friend
downloaded this game .. I have no clue from where I got it, And I didnt
know what it was when I grabbed it.. but, the graphics were excellent and
over all the game was very entertaining... now, the thing is, the whole
game was about, well.. you played the part of a walking penis! Has anyone
ever played this game?? Though it sounds sick, it was a fun game..

It was an ST game and ran in ST low.. Im pretty sure it was in french..

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3104. Re: jim@studio9.demon.co.uk

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: jim <jim@studio9.demon.co.uk>
Message-ID: <374207E0.41EDDBCE@studio9.demon.co.uk>
Source record: 78507

mmm, I wondered where this one got too as it never appeared in my personal inbox, oops ... well what else do you put in an email to yourself except rude words or something like kldjglkdsjlkajsdflkjdflkjsdlf ? apologies if anyone was offended/confused (altho I'm sure they weren't as arse and feck aren't particularly rude) ... shall i shut up now?

jim harris wrote:

> arse
> http://www.freeweb.org/computer/vezz/atari/stsoft.htm
> feck

--
---
jim harris.
interactive web design and cd-rom authoring.
big jobs? contact my employer, www.kerb.co.uk, +44 (0)1273 243333
little jobs? contact me, www.studio9.demon.co.uk/showreel +44 (0)1273 243402

3105. Help: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Jordi <jorcecor@euitiv.upv.es>
Message-ID: <7ht127$7ah$1@polaris.cc.upv.es>
Source record: 78508

Some years ago I bought an Atari Portfolio but in that moment I considered
too expensive the cable and the program that conects it to the PC.

Can anybody tell me how can I get it or haw can I make the cable

Thank you very much

Jordi

3106. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: <>
Message-ID: <3742119a.0@news.qnet.com>
Source record: 78509

On 16 May 1999 14:03:14 , Neil Roughley wrote:

>The default value for DEF_RTT is 50, not 200. Anyway, changing this
>value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
>at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!
>
Where do I find this setting?

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

3107. Re: Mega 4 ST ram utility

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <%vo03.1148$dm1.248476@news1.atlantic.net>
Source record: 78510

On 18 May 1999 14:28:49 , Tom Derrick wrote:
>
>Steve@mguk.enterprise-plc.com (Steve) spake thusly:
>
>S > I remember from years ago there being a tiny util to set the
>S > STs ram to a certain amount. This was usful for programs that
>S > didn't like STs with 4mb ram. I remember this util from many
>S > many years ago, but can't find a copy on the internet. Any
>S > ideas?
>
>I have an auto folder prg called memset.prg here. Email if you want
>me to send it. 923 bytes. Worked fine for me; sets memory to just
>about any integral size.
>
>"The Poor Deluded Soul" - tderrick@acpu.com
>Boise, Idaho, USA
>
>
>.... A program is used to turn data into error messages.
>___ Mountain Reader II - #00000077
>.
Steve,
I've got a reset-proof RAM prg. (soft reset, if you have to use the
reset button in back of ST4 case) which does'nt lose the data already in
RAM! E-mail me if you want. John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG

3108. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: jmirando@portone.com
Message-ID: <JFq03.315$jb.3589@newsfeed.slurp.net>
Source record: 78511

On 18 May 1999 16:59:00 , Pat & Anna wrote:

|Time to fire up that SIG file! ;-)

Pat,

The heck of it is that I _DID_ use a sig file... well, sort of. When I installed NEWSie on a new machine, I quickly filled in the personal information....

Too quickly as it turns out. :(

Take care,

Joe Mirando @ A-ONE Magazine
http://a1mag.atari.org

3109. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: <>
Message-ID: <374239fe.0@news.qnet.com>
Source record: 78512

On 18 May 1999 07:27:11 , Roger Cain wrote:
>On 17 May 1999 17:03:07 , Ted Parrett wrote:
>>I have noticed a problem with my Sting 1.20 installation in that if I call
>>up the Sting CPX and click on 'drivers' the computer bombs out (two
>>bombs....reboot required) every time . I can't find the reason for this.

That happens to me with 1.15! on my TT/030!

--
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
--

3110. Re: Video capture

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <927089231.278.101@news.remarQ.com>
Source record: 78513

I have a Genlock that would work with the ST, but only in HI RES.
Probably not what you want. It will accept VGA video
from a Falcon (PCee or Mac). You can send video from your camera
through the unit to a VCR (or Projector), set the overlay bit, and
text or images from your computer are placed on top of the video.
It has both composite and SVHS input.
Funny, it is manufactured by the same people that made
Computer Eyes. I think it is limited to 256 color. If you can find
Digital Visions web site, you can find more info on the unit (TV Eyes
Pro).

As far as ComputerEyes goes, the Video Master captures images with
much, much higher resolution. Computer Eyes looks more like a "painted" image.
There is an application that dithers the Computer Eyes image to a
Spectrum format of 512 colors, but the name excapes me.

I have posted both units for sale earlier, but had no interest.
$50.00 for the Video Master and $100.00 for the Genlock.

Mike

On 18 May 1999 18:11:52 , DAVID L. ORMAND wrote:
>
>I am wanting to generate GIFs or JPEGs to put in a video-titler
>presentation, with something like a digital camera or video camera
>as an input source. This video-titler puts Degas pictures up in
>ST Low Rez and I pipe the composite output to a video projector.
>So the most disturbing limitation is 16 colors. Oh, well.
>
>My preference is to use a video camera (which I have) vs. a digital
>camera (which I don't want to pay for and which doesn't probably
>support any interface the ST has). Do I remember correctly about a
>gadget called "Computer Eyes" that would do frame capture, and save
>the frame in some suitable format?
>
>Is this still around/available from someone (probably used)?
>How well does it work? What formats does it save pictures in?
>
>On a side note, I would be wanting to convert from whatever format
>the frame-capture system produces to .PC1 or .IFF. GEM-View does
>this. Is this the best tool for the job? Is Dieter Fiebelkorn still
>around (to take fairware contributions, say)?
>--
>.

3111. Re: POPwatch and batch.txt??

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <374248f88ae76a90@holleman.demon.nl>
Source record: 78514

on Tue 18-05-1999 23:48 Krzysztof Maj wrote:

>On Mon 17-05-1999 23:32 (+0200) Pascal Ricard wrote:
>
>
>>Btw, is ther a Gem program to read MANs with text effects ?
>
>Yes! It is Okami! :)))
>
Hi,

I think LED handles this too... For those not knowing: LED is an offline
reader for Fidonet-like stuff. Used to be shareware, last version became
freeware. Stephan Slabihoud probably stopped development. It must be
available at BBS'es, perhaps on FTP-sites.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3112. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <374248f88ae76a91@holleman.demon.nl>
Source record: 78515

on Wed 19-05-1999 01:19 Slc.Dennis Bishop wrote:

>On 16 May 1999 14:03:14 , Neil Roughley wrote:
>
>>The default value for DEF_RTT is 50, not 200. Anyway, changing this
>>value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
>>at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!
>>
>Where do I find this setting?

Dennis, we're talking about Default.cfg... (for Sting, as you probably
know).

Give it a try, see what it does for you.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3113. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <374248f88ae76a92@holleman.demon.nl>
Source record: 78516

on Wed 19-05-1999 04:11 Slc.Dennis Bishop wrote:

>On 18 May 1999 07:27:11 , Roger Cain wrote:
>>On 17 May 1999 17:03:07 , Ted Parrett wrote:
>>>I have noticed a problem with my Sting 1.20 installation in that if I call
>>>up the Sting CPX and click on 'drivers' the computer bombs out (two
>>>bombs....reboot required) every time . I can't find the reason for this.
>
>That happens to me with 1.15! on my TT/030!

Yooo, another one to second that. Actually I suspected Freedom/Liberty to
be the problem, now I'm doubting that... On MagiC I got the #69 error,
next proceeded with whatever else.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3114. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37426403.1086E4B3@directprovider.REMOVETHECAPITALS.net>
Source record: 78517

"Alan K. Wortham" a ï¿½crit :
>
> I've recently acquired a Mega ST2. It has a AA battery case on the Hard
> Drive case as well as the CPU box. What are these for?
> Also, how do I tell which version of TOS it is running?

The batteries are for the Real Time Clock.

The TOS version should be 1.02, though some of the later Mega STs had
1.04 (rainbow TOS).

In colour mode, if you click on the desktop Information menu and get a
fuji with rotating colours, then it's 1.04, otherwise it's 1.02. The
dates are also a clue. You can get sysinfo.prg too which will give you
all the hardware specs of your system.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3115. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37426E62.B078BE89@directprovider.REMOVETHECAPITALS.net>
Source record: 78518

tennent@mail.com a ï¿½crit :
>
> Does anyone know what having 20 bombs across the screen means? I that the
> number of bombs you get denotes what sort of error it is, but I have long
> forgotten!

Unless you are a programmer familiar with 68K assembler, then I doubt
the number of bombs will tell you much anyway.

> It happens to me when I use Pacifist to play Championship
> Cricket from the Automation CD11 (or rather the disk image of it), and I go
> to play a County Championship game. Anyone else expirenced this and is
> there anyone who knows how to solve it?

Run an original copy on a real ST ?

This sort of thing happens on emulators. People just expect them to run
just like the real thing, but the fact is that no emulator will ever be
100% compatible with the original machines, especially when the various
varieties of original machines weren't 100% compatible with each other
anyway.

Just try another TOS version/RAM setting/video mode, etc... Some other
things won't run whatever you do.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3116. Re: Converting ST files to PC

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37426D29.39DD8D82@directprovider.REMOVETHECAPITALS.net>
Source record: 78519

Sandy's News a ï¿½crit :
>
> I've got an old Atari 1040STF (no hard drive, just 3.5 floppies). I need to
> convert some old First Word + documents over to a DOS/Win95/98 PC format
> (pref. Word or RTF but text will do). The documents are all on ST formatted
> 720k (?) floppies.
>

Just run 1st Word and save all the files in plain text on a 720K PC
formatted floppy.

That's all.

> How can I do this conversion? N.B. I am unfamilar with ST emulators, so
> please provide detail where necessary.

Not necessary in this case.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3117. Re: Converting ST files to PC

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <uuDCBfAYQnQ3EwTs@steverosie.demon.co.uk>
Source record: 78520

In article <yol03.35546$L4.2960868@news2.rdc1.on.home.com>, Sandy's News
<sjanders@home.com> writes
>I've got an old Atari 1040STF (no hard drive, just 3.5 floppies). I need to
>convert some old First Word + documents over to a DOS/Win95/98 PC format
>(pref. Word or RTF but text will do). The documents are all on ST formatted
>720k (?) floppies.

Run First Word Plus, load the document, in the 'EDIT' menu of the menu
bar click on the 'WP Mode' to remove the tick, and then select 'SAVE
AS...' in the 'FILE' menu, save the document with whatever name you want
to give it. The file should be saved in text (ASCII) format.

I'm prepared to do it for you, if you're stuck.

>
>How can I do this conversion? N.B. I am unfamilar with ST emulators, so
>please provide detail where necessary.

!!!!!!!!!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3118. MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <QOqNZhA+hnQ3Ew36@steverosie.demon.co.uk>
Source record: 78521
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

In article <7hj0uj$a9m$1@bgtnsc01.worldnet.att.net>, Xiting Phillips
<xiting@worldnet.att.net> writes
>I'm guessing that if the ICD utilities recognize it, it's not the Link at
>fault. I'd "blame" HD Driver if ICD's stuff handles the drive okay except
>for boot. Have you tried it with parity on? Is it legit to have jumpers set
>for both term power supplied by drive and by host?

Hi

I've got the drive detectable, as a previous posting.

What I'd like to know is why doesn't HD Driver detect the drive on the
other drive ID's, as opposed to just ID 1!!!!!

HDdriver obviously isn't doing something it should!

Just as a matter of interest I tried some other hard disk drivers, and
they all detected the drive!!

What happens if I get another drive and HDdriver WILL NOT detect it on
an ID other than ID 1!!!!

I'm not alone on this point. Should be start up a HDdriver SCSI device
list, where a list is kept of who got what device on x ID so we can swap
and change devices in case the above situation occurs;p

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3119. Re: Help Requested

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3742827B.89F61BC6@directprovider.REMOVETHECAPITALS.net>
Source record: 78522

Chris Anderton a ï¿½crit :
>
> A friend has just purchased an Atari ST 520 (1Mb). it was in a Charity
> Shop and came with a Star XB24-300 printer. She wants to use it as a
> Word processor. As I know nothing about Ataris I was wondering if
> someone on here could Give me a brief guide to what files etc. to look
> out for on the Disks and how to run them if she had bought an Acorn or a
> PC I could have helped but as it is I haven't a clue especially as the
> correspondence is on the telephone.
>

First of all, the Quick FAQ has most of the info you need to get
started, as far as setting up, booting, file types, etc...

Normally a 520 ST is a 512K machine, unless it has been upgraded to 1Mb.

If she wants to use it as a word processor, she'll need word processing
software. The older standard is 1ST Word or 1ST Word Plus which is not
much more than a text editor with basic effects.

I would suggest something like Script, which is a nice compact little
wysiwyg word processor, with a very nice output, even on dot matrix
printers.

If she is very serious about it, then the modern solution would be NVDI
(screen accelerator and printer/screen driver with truetype font
support), with Papyrus which is a full fledged WP.

> Thanks in advance
>
> Please reply by email

Sorry, I won't.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3120. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <374288A3.762E6A0C@patent.gov.uk>
Source record: 78523

Atari seemed to have economized (what a change!!) by using substantially the same the same molding for the Megafile Hard Drive (I assume that's what you have got) as for the MegaST. The 'battery' space in the HD top does nothing, at least it did nothing in mine. I dished the HD a long time ago and now use the case for housing a CD drive and second SCSI.

As far as what TOS, I think you just look in the 'Atari' alert.

"Alan K. Wortham" wrote:
>
> I've recently acquired a Mega ST2. It has a AA battery case on the Hard
> Drive case as well as the CPU box. What are these for?
> Also, how do I tell which version of TOS it is running?
>
> --
> Alan K. Wortham
> akw32@email.byu.edu

3121. MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3742999c13dd450@club-internet.fr>
Source record: 78524

Hello,

in article <3741f7002c3ac50@smok.krakus.top.pl>
Krzysztof Maj wrote on Tue 18-05-1999 23:48 (+0200):

> On Mon 17-05-1999 23:32 (+0200) Pascal Ricard wrote:
>
>
> >Btw, is ther a Gem program to read MANs with text effects ?
>
> Yes! It is Okami! :)))

Damned ? No. I was thinking about some other MANs, maybe from some MiNT
distrib or from Unix world (don't recall exactly), with lots of tick
characters in them.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
"Dual Pentium-100 - Compiles in a flash, makes great coffee too!"

3122. Just another whine

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37429637.18E1694E@patent.gov.uk>
Source record: 78525

Have just down loaded and read the 'Unofficial Hyp File' for Photoline from Coventry Atari Users Group (Nick Ripley). Very nice piece of work, but what depressing reading re. the comparison of the Atari/TT version and the PC version and the cost/value comparison between a low end PC/LE photoshop set up and the (functionally inferior) TOS equivalent package. I knew all this already, but it's somehow worse when someone of Nick Ripley's standing reinforces it. From where I work I know that Atari and many programs were very innovative for their day (see my previous postings), and that to this day the lean programming forced by limited memory has given the TOS and clones platforms some amazing programs for their size, but unfortunately, in a world where market forces rule, giving rise to mass production, resulting in low cost RAM production, resulting in lazy bloated programming, the fact that the ï¿½60 or whatever Photoline for PC has more features etc, is inevitable, the vast PC public love it and to them, size does not matter. Most of the stuff that passes across my desk is unnecessary self feeding bloat, buts that's life and it does keep people employed. Coupling the above Hyp. with Bengy's review of the iMAC and MagicMac (see his marvellous pages), fills me with dreams of what could have been if Atari had been spelt IBM and/or Bill Gates had been christened Tramiel..

Bob King

3123. Atari ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Tinky <tinkywinky@postoffice.co.uk>
Message-ID: <01bea1e4$6c3439d0$b4ca340a@swcfa72980>
Source record: 78526

I need some Help with Atari ST Emulation on the PC.

I am interested in re-playing some old ST games on my PC -

Blood Money,E-Type,Speedball II,Gunship + many more.

I have the games on ST format floppys but am having trouble converting the files to a format that my PC will read.

Email me with any advice please seanevans@labs-place.swinternet.co.uk

3124. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hu87e$6vn$1@snipp.uninett.no>
Source record: 78527

Ronald Andersson <dlanor@oden.se> wrote:

> The only reason for problems is that modification by data access does not
> update the instruction cache. This means that parts of a program that
> have not yet been inside that cache may be modified in perfect safety, as
> long as the caching mode is 'write-through', so that all changes are moved
> to RAM. When later that code is to be executed it will be read into the
> instruction cache in the already self-modified form. No problems !

Yup, but in the "good" old days self-modifying code usually meant a clever
hack which modified offsets (or even entire instructions) inside tight,
running loops... I remember using something like this in a wobbling
scrolltext ages ago (around 1990), it definitely didn't work on my Falcon ;-)

>>But the only TOS that automatically detects TT-RAM is TOS 3.0x, so it
>>really doesn't matter on Falcon-accelerators.

> No, that is wrong. Falcon TOS also detects TT-RAM, but if an unpatched

Really? I did not know that. Why on earth should it do something like that?

> Falcon TOS does find TT-RAM it will bomb, because the TOS will attempt
> to use blitter in that RAM area as well, not realizing that the hardware
> registers only use 24-bit address pointers.

The Falcon VDI doesn't have any software-blitting at all, that's why it fails.
This is the same situation as on the AB, when TOS is notified about the
FastRAM you *must* use NVDI, otherwise any blits to/from FastRAM fails. I
guess the built-in VDI can be patched, but doing so is probably just a waste
of time since "everybody" use either NVDI or a graphics-card anyway.

> That is one reason why the CT2 TOS 7.x boot mode with FastRAM is so complex,
> and the main motivation why the address of FastRAM was not made equal to
> the standard TT-RAM address to begin with. But there are better solutions.

On the AB the FastRAM still has to be "installed" using Maddalt(), even after
it's remapped to TT-RAM. If you're interested in knowing more about how this
is done on the AB Doug Little has written some interesting docs on it, I can
mail it to you if you're interested.

>>But this means that you would have to introduce the split memory-model in
>>both the Hades and Milan, I don't think the designers did it they way they
>>did because they're stupid?!?

> I do not see what you mean by that statement. Stupidity has nothing to do

By "split memory model" I mean max. 14Mb "ST-RAM" and the rest as TT-RAM.

> with the matter. If they want to make a computer with a continuous RAM
> area, not split in any way (as by having IO ports at $00Fxxxxx) that is up
> to them, but it will not be Atari compatible. All Atari compatibles that

It is "splitted" in this sense (otherwise nothing would work, obviously), but
on the Hades everything is "ST-RAM", there is no TT-RAM or alternate RAM. The
advantage of this is that all memory is DMA-capable.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3125. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7hu9bp$6vn$2@snipp.uninett.no>
Source record: 78528

Steve Stupple <Steve@steverosie.demon.co.uk> wrote:

>>Also, how do I tell which version of TOS it is running?

> The model's I've come across have all been TOS 1.4 Rainbow TOS (or
> 1.04). IIRC 1.4 was the first one to support the blitter!

1.02 was the first TOS to support the blitter, it was called
"blitter-TOS" in some UK magazines when it was released. Other
than that there is not much difference between 1.00 and 1.02.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3126. Debian/Atari TT problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Kylo <grabek@hermes.umcs.lublin.pl>
Message-ID: <3742B464.2E8F@hermes.umcs.lublin.pl>
Source record: 78529

Hi,

Did anyone install Debian on Atari TT? I have problems with it.

Chris.

3127. Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3742B38C.476D173D@directprovider.REMOVETHECAPITALS.net>
Source record: 78530

Hi,

I've repartitioned my HD, and lost a few important programs. Does anyone know where you can find Backward III these days ? Didn't it go freeware some time ago ?

I'm also looking for DFBoot and Videl Inside, I can't seem to get my hands on them...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3128. Re: Debian/Atari TT problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <7huev5$64o@news.rrz.Uni-Koeln.DE>
Source record: 78531

Hi Kylo,

Kylo <grabek@hermes.umcs.lublin.pl> wrote:

> Did anyone install Debian on Atari TT? I have problems with it.

This is really a very detailed description. What kind of problems?

If you want to install the latest Debian version (2.1): There is a bug in
the install program. It doesnï¿½t recognise partitions of a harddisk as valid,
if the first partition on the drive is bigger than half of the harddiskï¿½s
volume. You can avoid that in putting a small partition e.g. swap in first
place.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

3129. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Henrik Gild&#65533; <di98gihe@ios.chalmers.se>
Message-ID: <3742C197.F3A8C48F@ios.chalmers.se>
Source record: 78532

Nicholas Bales wrote:
>
> Hi,
>
> I've repartitioned my HD, and lost a few important programs. Does anyone
> know where you can find Backward III these days ? Didn't it go freeware
> some time ago ?
>
> I'm also looking for DFBoot and Videl Inside, I can't seem to get my
> hands on them...

For Videl Inside just go to:
ftp.lip6.fr/pub4/atari/Falcon/Graphics/vi_2_04.lzh

Possibly the other programs are there at the same site too.

Regards
Henrik

3130. Re: Atari ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3742C2A7.DD516E8A@directprovider.REMOVETHECAPITALS.net>
Source record: 78533

Tinky a ï¿½crit :
>
> I need some Help with Atari ST Emulation on the PC.

Here we go again...

> I am interested in re-playing some old ST games on my PC

Wouldn't a real ST be more appropriate ?

> Blood Money,E-Type,Speedball II,Gunship + many more.
>
> I have the games on ST format floppys but am having trouble converting the
> files to a format that my PC will read.

Can't RTFM...

> Email me with any advice please seanevans@labs-place.swinternet.co.uk

...and not even bothered with reading newsgroups.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3131. Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: a1exh@hotmail.com
Message-ID: <7hujdt$4i1$1@nnrp1.deja.com>
Source record: 78534
Cross-posted to: comp.sys.amiga.games,comp.sys.amiga.hardware,comp.sys.atari.st

Hi everyone!

The Thalion Webshrine now has it's own BBs! It's for talking about the site, ex-members and their Demos groups (TEX,TCB,TLB etc.) Hints tips cheats etc. basically anything related to Thalion or the ST/Amiga!

Cheers

Alex Holland
http://Thalion.atari.org or http://Thalion.amiga.tm

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3132. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7huf91$6j71@news.ajou.ac.kr>
Source record: 78535

On 18 May 1999 13:48:40 , Chris Cracknell wrote:
>In article <3740E7F8.2898D789@internic.net>, kyle <ksnyder@internic.net> wrote:

>
>Speaking of atari and strip poker. A friend of mine who used to run an ST
>BBS told me there was a strip poker game for the ST that featured
>"Judy Jetson" (or was it Jane, his wife). I have never in all my travels
>run across this game. Does anyone know if it really existed and it archived
>on some ST site on the web?
>
>Were there any other Atari ST strip poker games besides "Teen Queen" strip
>poker? I've got that one, it plays an interesting game of poker since all
>cards lower than a 7 are eliminated from the deck. It makes for a very fast
>game. The graphics are cute but I find the poker play to be very
>unintelligent.
>
>Are there any strip poker games for the ST that let you use your own graphic
>files (either Neochrome or Degas)? Since we don't have KiSS Doll programmes
>for the ST at least we could have strip poker sets.
>
>And are there any poker games for the ST that just play poker and play it
>well? And I'm talking real poker, not Video Poker like you see in bars.
>One that has more than just 5 card draw would be nice.
>
>I love playing poker but rarely get to play against human opponents. I think
>the last time I played against other people was at a friend's bachelor party
>where I won $35 playing nickle ante poker (hey, you try winning $35 at
>nickle ante poker, especially since half of each pot goes to the "happy
>couple").
>

I think there were a few strip poker games for the ST. The best one I
have is called Hollywood Poker Pro by reLINE/Rainbow Arts.

One plays Five-Card-Draw Poker against 1 of 4 "of the most accomplished
and glamorous players you'll ever meet." According to the docs. ;)

It does play a good game of poker and the digitized pictures are some
of the best I have seen in a ST/STe strip poker game.
They certainly seem to be more than 16 colors pictures. Maybe 256c or
better. The Intro to the game features a nice dancing silhouette set
to some type of techno music.

There is even a Zoom feature to zoom in on any part of a picture.
2 disks in my package with a card that contains the password codes
which is needed to see whats underneath.

I think the game will run on a 512K ST but more memory will
prevent alot of disk access.
I know the game does work on a 4meg STe Tos 1.62.

Not sure what format the graphic files are in, would be interesting
to know.

The credits mention the use of a digitizer by: Newtek and a Sound
Sampler: Deluxe Sound. Never heard of these, anyone know anything
about this digitizer and sound sampler?

Raise ya $1,000,000. ;)

phantomm@kih.net

3133. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: tennent@mail.com
Message-ID: <7hulso$5io$1@news8.svr.pol.co.uk>
Source record: 78536

I thought the number of bombs did have a defininte meaning I'm sure there was an issue of the ST Format Magazine that told you but maybe I just imagined it! A multiple error sounds most likely though. But I'll try running Championship Cricket on my 1040 STFM to see what happens but I don't have a real copy - I think if I use pcdrive I will be able to copy it over. I know what you mean about the emulators though I don't expect it to be perfect becasue after all its only on a PC!

Thanks for the advice though.

>Run an original copy on a real ST ?
>
>This sort of thing happens on emulators. People just expect them to run
>just like the real thing, but the fact is that no emulator will ever be
>100% compatible with the original machines, especially when the various
>varieties of original machines weren't 100% compatible with each other
>anyway.
>
>Just try another TOS version/RAM setting/video mode, etc... Some other
>things won't run whatever you do.

3134. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3742DF9A.73011A67@patent.gov.uk>
Source record: 78537

I'll try and e-mail Videl Inside to you tonight, just incase you cann't find the Web source. Let's hope Newsie works.

Bob King

Nicholas Bales wrote:
>
> Hi,
>
> I've repartitioned my HD, and lost a few important programs. Does anyone
> know where you can find Backward III these days ? Didn't it go freeware
> some time ago ?
>
> I'm also looking for DFBoot and Videl Inside, I can't seem to get my
> hands on them...
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

3135. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7huq6n$2pa$1@nnrp02.primenet.com>
Source record: 78538

tennent@mail.com wrote:
: Does anyone know what having 20 bombs across the screen means?

No, nobody can answer that question. Bomb numbers 16-23 are unassigned.

The most common numbers are basic error numbers, 2 for bus error, 3 for address error, 4 for illegal instruction, and 5 for zero divide, all meaning that something got confused.

I have looked this up so many times that I finally wrote it in the Error Codes section of my Compendium, where it belongs.

It has been four years since the 12/93 version of the FAC was last posted. That is my mother lode of such information.

Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3136. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <JmnEmHAjAvQ3EwWI@steverosie.demon.co.uk>
Source record: 78539

In article <7hu9bp$6vn$2@snipp.uninett.no>, Jo Even Skarstein
<joska@nvg.ntnu.no> writes
>
>> The model's I've come across have all been TOS 1.4 Rainbow TOS (or
>> 1.04). IIRC 1.4 was the first one to support the blitter!
>
>1.02 was the first TOS to support the blitter, it was called
>"blitter-TOS" in some UK magazines when it was released. Other
>than that there is not much difference between 1.00 and 1.02.
>

Thanks, 1.2 (1.02) noted;)

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3137. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-1905991308530001@wilga.mtholyoke.edu>
Source record: 78540

> >Example of this behavior are with later versions of QED, where accessing
> >the TOS clipboard via cutting and pasting present a dialog before
> >writing to the clip folder, and many applications, such as the STing
> >dialer that send some AES call before terminating that prompts a
> >dialoge. Again, it all 'functions' just fine.
>
> If you don't want to see any dialogs simply run GENEVA.PRG and not
> GNVA_DB.PRG (the debug version)! Geneva runs very well here with STinG,
> CAB, Popwatch, Newswatch, Okami, Aftp, QED, etc. I just tried to boot
> with GNV_DB.PRG instead and got a single dialog about some flag could
> not be set when starting Popwatch but that was all. QED did not
> complain at all. Check if you have
>
> setenv SCRAPDIR=C:\CLIPBRD

Actually, the reason for the error message when using the clipbaord is a known conflict with the odd message that this (and other apps which use the same libraries) broadcast in order to indicate that the contents of the drive containing the clipboard directory have changed.

You will get an alert if you are running NeoDesk 4 because it confuses this message with another one it expects to receive when an application it has run terminates.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3138. Re: Neodesk 3 INF files

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: dwilgaREMOVE@mtholyoke.edu
Message-ID: <dwilgaREMOVE-1905991315400001@wilga.mtholyoke.edu>
Source record: 78541

In article <7gi7s2$262$1@news.ncal.verio.com>, tconrardy@hotmail.com (Tim Conrardy) wrote:

> Hello All:
>
> Is there a way to save different .INF desktop files in Neodesk 3 for
> the same res?

Yes, simply rename the file however you want it. Then, to load the file, click once on it and use ^L (Load Desktop).

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3139. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <Mm7FmIATGvQ3EwW6@steverosie.demon.co.uk>
Source record: 78542

In article <7hulso$5io$1@news8.svr.pol.co.uk>, tennent@mail.com writes
>I thought the number of bombs did have a defininte meaning I'm sure there
>was an issue of the ST Format Magazine that told you but maybe I just
>imagined it! A multiple error sounds most likely though. But I'll try
>running Championship Cricket on my 1040 STFM to see what happens but I don't
>have a real copy - I think if I use pcdrive I will be able to copy it over.
>I know what you mean about the emulators though I don't expect it to be
>perfect becasue after all its only on a PC!
>

You are right, the bombs do have a meaning. IIRC multiply the number of the bombs on screen by 4 gives you the exception that caused the problem.

The only problem is by the sound of it you have had more than one lot of bombs, or more than one exception error. This means during execution of the error, whether it be address, bus... another exception happened and another etc.

For a guess the 20 bombs went from one side of the screen to the other! So it's safe to say that if the screen had a larger resolution (more dots on the screen) the bombs would have kept on going until the machine hangs up.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3140. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3742fb21$0$10474@news.zetnet.co.uk>
Source record: 78543

On 18 May 1999 11:00:59 , "Alan K. Wortham" wrote:
>I've recently acquired a Mega ST2. It has a AA battery case on the Hard
>Drive case

Probably runs a real time clock on the host adapter board (is it an
ICD?).

> as well as the CPU box.

And this runs the real time clock in the Atari itself.

>What are these for?

You seem to have got too many RTCs :-) Forget the one in the drive
case and just power the one in the Mega.

The RTC in the drive case would have been useful for anyone running a
standard ST as these do not have their own RTC.

>Also, how do I tell which version of TOS it is running?

Best to get a copy of SYSINFO as this will tell you loads of other
things about your set up as well.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3141. Re: Help Requested

Newsgroup: comp.sys.atari.st
Date: 1999-05-19 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3742fb24$0$10474@news.zetnet.co.uk>
Source record: 78544

On 18 May 1999 12:45:20 , Chris Anderton wrote:
>A friend has just purchased an Atari ST 520 (1Mb). it was in a Charity
>Shop and came with a Star XB24-300 printer. She wants to use it as a
>Word processor. As I know nothing about Ataris I was wondering if
>someone on here could Give me a brief guide to what files etc. to look
>out for on the Disks and how to run them if she had bought an Acorn or a
>PC I could have helped but as it is I haven't a clue especially as the
>correspondence is on the telephone.

These old and small(ish) STs used to use Wordplus as word processor.
It will be in a folder of the same name if it has been provided on the
floppies.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3142. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <374429D0.56742D93@directprovider.REMOVETHECAPITALS.net>
Source record: 78395

```
joska@nuts.edu a ï¿½crit :
>
> Has anybody tested any of cheap, huge IDE-disks? I was thinking about
> getting a 13-20GB disk in my Falcon. My local store has these in stock:
>
> Fujitsu 13.7GB 3130AT (UDMA)
> Seagate Medalist 10.2GB
> IBM Deskstar 13.5GB
> Maxtor DiamondMax 4320 13GB
>

Wow! and I have trouble filling up my 170Mb IBM drive...

Nick
--
||| Nicholas Bales, Toulouse, France
===|||================================================
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net
```

3143. Re: Cherche ?mulateur Atari pour PC pour Calamus 1.09?

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7i1a6v$853k$1@spnode25.nerdc.ufl.edu>
Source record: 78396

Hi friend I do not really understand Frech but I gather that you want to run Calamus on a PC. Ok if that is so, Tosbox runs Calamus and PageSteeam Perfectly :)
Tosbox is a very small file and can even run on plain dos from a single floppy!

I hope this helps, Raymond

3144. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7i1afe$q3m$1@snipp.uninett.no>
Source record: 78397

Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net> wrote:

>> Fujitsu 13.7GB 3130AT (UDMA)
>> Seagate Medalist 10.2GB
>> IBM Deskstar 13.5GB
>> Maxtor DiamondMax 4320 13GB

> Wow! and I have trouble filling up my 170Mb IBM drive...

The plan is to get a CD-R sometime this year, you'll *need* 10G'B then...
Also, I suspect that my current disk (a 1.2GB Quantum) is dying, it's
starting to make some ugly noises from time to time.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3145. Re: [WTB] Soft for Running & management of recording studio

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37442CD1.4FA80CD2@directprovider.REMOVETHECAPITALS.net>
Source record: 78398

CORNEILLIE Vincent a ï¿½crit :
>
> Who knows a software that can do this (in a small recording studio) :
>
> - day to day running & management

You could try Time Sheet or Agenda from:
http://www.newmex.com/f10/atari.html

> - invox & accounting

Not sure about this. You would need a special program. There used to be
some available in France from Etilde, but not sure nowadays.

> - address database

Try http://utsi.atari.org

> - tracksheet & cuesheet

What would this do ?

> - label printing

A standard spreadsheet program like XXL (OXO Systems) or Texel (ASH ?)
might do here ?.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3146. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: gryf@hrz.tu-darmstadt.de
Message-ID: <7i1de2$jp4$1@sun27.hrz.tu-darmstadt.de>
Source record: 78399

Hi!

In article <7i14ifufu1@nnrp1.deja.com>,
joska@nuts.edu writes:
> All of these are cheap and more than fast enough for my Falcon, but
> I've heard that not all new IDE-disks will work. Is this correct? If
> so, which disk is safe to buy?

I have the Deskstar with 10 GB in my Milan. Provided you use the latest
HDDRIVER with LBA-Support, there shouldn't be any problem using the huge
IDE drives you get nowadays. AFAIK, Cecile (sp?) from Centek also offers
LBA support.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3147. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <V9rzgMAUeER3Ews7@steverosie.demon.co.uk>
Source record: 78400
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

In article <3744079D.B00@ooc.de>, Uwe Seimet <us@ooc.de> writes
>
>For HDDRIVER, like for any driver, the SCSI ID of a device doesn't
>matter at all, i. e. all IDs are treated the same. If the ID makes a
>difference there is most likely a problem with the cables or the
>termination.

Hiya

I have tried everything, including the drive on it's own with the
jumpers set to provide power for the adaptor.

It doesn't matter where in the chain it goes, even on a basic level 2
devices, it's only noticed by HD Driver as device ID 1.

The driver DOES notice the device when the device is switch on and
before the device checks the media with SCAM mode set!!!! with any ID.

Why does HD Driver have problems detecting devices, I still have a CD
multi-changer that is invisible to it, and ICD's software doesn't?

I feel that I'm repeating what I've already mention in previous
postings.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3148. Re: CAB/Sting & Carrier detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37444bca$0$10481@news.zetnet.co.uk>
Source record: 78401

On 20 May 1999 00:00:41 , Frank W. Lawrence wrote:

>Very often, while online using CAB/STING, I exprienncе a loss
>of my carrier detect after bout 2 min of in-activivity.
> 1) CAB.OVL problem?
> 2) STING/DIALER problem?
> 3) Configuratiin problem?
> 4) Me problem?

At a guess it is probably your ISP clearing its 'unused' lines.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3149. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: <>
Message-ID: <37444e8f.0@news.qnet.com>
Source record: 78402

```
On 19 May 1999 06:13:02 , Louis wrote:
>
>Dennis, we're talking about Default.cfg... (for Sting, as you probably
>know).
>
>Give it a try, see what it does for you.
>
I've been trying to get my tt's keyboard working that i hadn't even
looked at that area. got the spacebar working, shimed it with two
pices of mini-blinds.

*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3150. Re: CAB/Sting & Carrier detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7i1k60$d2o$1@reader.wxs.nl>
Source record: 78403

On 20 May 1999 02:31:34 , Joe M. Villarreal wrote:
> On 20 May 1999 00:00:41 , Frank W. Lawrence wrote:
>
> >Very often, while online using CAB/STING, I expriennce a loss
> >of my carrier detect after bout 2 min of in-activivity.
> > 1) CAB.OVL problem?
> > 2) STING/DIALER problem?
> > 3) Configuratiin problem?
> > 4) Me problem?
>
> It could be your ISP. My old ISP would disconnect me whenever I had
> problems

So it's: 5) Them problem?

;^)

Groet,
Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/32/1220 Mint1.15.1, nAES1.2, NVDI 5.02

3151. Re: Debian/Atari TT problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i1kl1$t4j$3@news1.xs4all.nl>
Source record: 78404

On 19 May 1999 13:39:49, Kerstin Hoef-Emden wrote:
>
>Hi Kylo,
>
>Kylo <grabek@hermes.umcs.lublin.pl> wrote:
>
>> Did anyone install Debian on Atari TT? I have problems with it.
>
>
>This is really a very detailed description. What kind of problems?
>
>If you want to install the latest Debian version (2.1): There is a bug in
>the install program. It doesn't recognise partitions of a harddisk as valid,
>if the first partition on the drive is bigger than half of the harddisk's
>volume. You can avoid that in putting a small partition e.g. swap in first
>place.
>
Some of my expierences:
using Whiteline Cd Series Linux 68k v 2.3 Debian
A swap partition on SCSI 0 in a Syquest 44 Mb exchangable is not seen.
A swap partition on harddisk SCSI 1 (part 3) is seen.
Linix part. is nr 5.(ok)

```
Installing any application with the dinstall gives 'happy memory
dump'. OK., Linux recovers beautifully, but...
```

```
Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl
```

3152. Re: MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <37446448134aaa2@xs4all.nl>
Source record: 78405

Hello Pascal,
about 'Re: MANs you wrote:

>I know this. The texteffects part of my setup is heavy enough for the
>moment and slows down a little bit the display ;-)

I've been fiddling with texteffects when I installed Okami 2 and I've
made some progress. Quotes are now bold, double qoutes blue and
triple qoutes in bold ï¿½nd blue. Nice. But I couln't manage to
make webadresses red, I tried to define a string that starts with
http and ends with one or more spaces but it wouldn't work. (I know
very little about Unix.) Could you help me out?
Thanks, Joost
--

Joost Bataille email: bataille@xs4all.nl

3153. Re: Demon Fax TIFF reader

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: stclub@cix.compulink.co.uk
Message-ID: <FC1ro3.4Lx@cix.compulink.co.uk>
Source record: 78406

Imagecopy 4 will view, print and convert TIFF images. I can mail you a demo copy if you want to try it out on the fax images that are causing these problems.

> For those following this thread here's a quick update.
>
> I have tried have demo, freeware and shareware app I can find on the
> Net in an attempt to view a TIFF file generated by Demon's Fax
> service.
>
> Unfortunately it looks like there is no program available for the
> Atari that can view, or even convert, this type TIFF files.
>
> The current list of tried apps stands at:
>
> Calamus SL demo
> Look'n See
> GemView
> Coma
> GrafTool
> Hackfax
> Junior Office
> StarOffice
> and there were probably others that I have forgotten.
>

Regards, Paul Glover

FaST Club, PO Box 101, Nottingham, NG2 7NN, UK.
http://www.cix.co.uk/~stclub

3154. Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <3744629C.6C060506@boeing.com>
Source record: 78407

Help!
My 520ST is going kaput. Turns on with either a screen full of unstable garbage, some bombs (some of which are distorted and torn), or, occasionally and getting rarer, a normal bootup. I've pretty much eliminated all external components (power supply, mouse, disk drive & monitor) as trouble sources. Any suggestions?

3155. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: a1exh@hotmail.com
Message-ID: <7i1tlm$i6h$1@nnrp1.deja.com>
Source record: 78408

> Hmm...is this the same Thalion that did Amberstar, Ambermoon, etc,
>etc,...?

The very same, they also did classic games such as Wings of Death and
Enchanted Lands!

> BTW, anyone know how to get Amberstar (its so picky!) to work on a
>Falcon?

No, but we REALLY need a Falcon user, on our test team. Mail me direct
and we'll talk??

> Ambermoon only made it out to the Amiga, right?

Kind of :^>

Cheers

Alex Holland

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3156. expose

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: janhaha@online.no
Message-ID: <22_03.502$1c5.2653@news1.online.no>
Source record: 78409

I am looking for a viedo capture thing like EXPOSE for myl falcon if
anybody has such a thing "floating around " ...

janhaha@online.no
Jan Harald Hagen OBS returaddress: janhaha@online.no
Tlf.:69151749 - 90103506 /fax: 69153875
Ringgt. 27 - 1703 Sarpsborg
Falcon14Mb/1Gb-FPU/CDrom/Logic/CalamusSL/Nemesis

3157. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: phantomm@kih.net
Message-ID: <7i1q50$8c94@news.ajou.ac.kr>
Source record: 78410

On 20 May 1999 14:00:48 , joska@nuts.edu wrote:
>Has anybody tested any of cheap, huge IDE-disks? I was thinking about
>getting a 13-20GB disk in my Falcon. My local store has these in stock:
>
>Fujitsu 13.7GB 3130AT (UDMA)
>Seagate Medalist 10.2GB
>IBM Deskstar 13.5GB
>Maxtor DiamondMax 4320 13GB
>
>All of these are cheap and more than fast enough for my Falcon, but
>I've heard that not all new IDE-disks will work. Is this correct? If
>so, which disk is safe to buy?
>
>Jo Even Skarstein
>

Not sure if any of the above hard drives will work, would be
interesting to know.

Are these 2.5 NoteBook IDE or 3.5 IDE?

From what I have seen the 3.5 IDE's tend to be cheaper than the
2.5 IDE's.
But if you have a Falcon in a stock case you can squeeze Two 2.5
IDE drives in it, if ya fiddle around a bit.

I have a Toshiba 6.4 gig 2.5 NoteBook IDE in my Falcon and it works
great. I started to get a 10 gig or larger but with partition limits
at 1 gig with HD Driver (Documented), Maybe 2 gigs per partiton
(UnDocumented) and only having 14 Drive partitons with TOS 4.04,
C thru P, I still wanted to use SCSI drives for D2D recording
and etc. So for me the 6.4gig was just the right balance.

However other OS's may support more than 14 drive partitions,
I would rather stick to TOS 4.04 on this myself. 14 gigs is
enough room for me, at least at the moment.

UWE of HD Driver would probably know if these drives will work.

phantomm@kih.net

3158. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3744701f$0$10482@news.zetnet.co.uk>
Source record: 78411

On 20 May 1999 14:00:48, joska@nuts.edu wrote:
>Has anybody tested any of cheap, huge IDE-disks? I was thinking about
>getting a 13-20GB disk in my Falcon. My local store has these in stock:
>
>Fujitsu 13.7GB 3130AT (UDMA)
>Seagate Medalist 10.2GB
>IBM Deskstar 13.5GB
>Maxtor DiamondMax 4320 13GB
>
>All of these are cheap and more than fast enough for my Falcon, but
>I've heard that not all new IDE-disks will work. Is this correct? If
>so, which disk is safe to buy?
>

Make sure you've got the latest HD-Driver....it is the only thing I'd trust with disks that size and IDE.....I use it on my 4.3Gb, but I don't run partitions over 500Mb yet.....I'd say avoid the Seagate, they have caused problems in the past (basically cos they try to help PC owners out a bit./...)...I use IBM drives`, both IDE and SCSI and I like thema lot...fast, quiet and reliable....

chrisc

3159. Re: Debian/Atari TT problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Kerstin Hoef-Emden <aeb25@uni-koeln.de>
Message-ID: <7i1tba$2bh@news.rrz.Uni-Koeln.DE>
Source record: 78412

Hi Ronald,

Stichting ST <atarist@xs4all.nl> wrote:

> Some of my expierences:
> using Whiteline Cd Series Linux 68k v 2.3 Debian

I don't know the Whiteline CD, but the actual Debian version is 2.1.

> A swap partition on SCSI 0 in a Syquest 44 Mb exchangable is not seen.
> A swap partition on harddisk SCSI 1 (part 3) is seen.

What were the partitioning schemes? As I already mentioned, Roman just discovered a bug in the source code of the installation program. If the first partition on the drive is bigger than half of the drives volume, the installation program will think, that it is not valid. Since the only(?) partition of the SyQuest is bigger than 22 MB, it is treated as being unvalid, while on the harddisk with at least five partitions none is bigger than half of the drive, so all of them are recognised (in the source code was a mixup of units: kbytes versus sectors).

Try this with the SyQuest: Change the place of the partitions, make swap the first partition or, if swap is the only one, add a very small partition as a first partition. You could e.g. put a small TOS partition in the beginning and copy the kernel and the bootstrap.ttp to it, something like 3 MB or so. This trick would help to cope with that nasty bug and the first partition would at least be somehow useful.

> Linix part. is nr 5.(ok)

This agrees with that partition recognition bug.

When I tried to install Debian 2.1 on my TT, dinstall did find all TOS/VFAT partitions on the internal harddisk, but none of the partitions of the Fireball on which it was supposed to end up, and surprisingly none of the partitions on my SyQuest 3270S with an already installed Debian 2.0 system! On both external drives the first partition exceeded half of the drives volume. The Fireball has 1.2 GB and the first partition had 700 MB, on the SyQuest the same was true with 230 MB as LNX and SWP being second with 30 MB. Fdisk did see the all of the partitions, but dinstall could not cope with it. After moving the 80 MB SWP to the first position and the 700 MB LNX to the second, everything worked out fine. It should have worked as well with the third LNX with 300 MB.

> Installing any application with the dinstall gives 'happy memory
> dump'. OK., Linux recovers beautifully, but...

Hmm, I don't trust all those CDs. My first attempts with the old ALD were as well quite frustrating. I don't know how fast your access to the internet is, but perhaps it works out better, if you download the base files for the installation from a debian server, e.g. ftp.de.debian.org and use the CD only for installing the packages with dselect after the basic system is up and running? The biggest is base2_1.tgz with approximately 8 MB.

Regards,

Kerstin

--

kerstin.hoef-emden@uni-koeln.de

3160. Re: MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37446b2ca5928c70@holleman.demon.nl>
Source record: 78413

on Thu 20-05-1999 20:22 Joost Bataille wrote:

>Hello Pascal,
>about 'Re: MANs you wrote:
>
>>I know this. The texteffects part of my setup is heavy enough for the
>>moment and slows down a little bit the display ;-)
>
>I've been fiddling with texteffects when I installed Okami 2 and I've
>made some progress. Quotes are now bold, double qoutes blue and
>triple qoutes in bold 'and blue. Nice. But I couln't manage to
>make webadresses red, I tried to define a string that starts with
>http and ends with one or more spaces but it wouldn't work. (I know
>very little about Unix.) Could you help me out?

Hi Joost,

it all depends whether you want http refs in what color etc, but if you
want them Bold & Blue just add
texteffect=1 4 http://[^]+
to your O.INF, and put it first in the "text effect" section.

I know, those RE's are terrible for a simple soul, but it works :-)
It's got nothing to do with Unix, I'm afraid...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3161. Re: GFA conversion required

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: jesper.brannmark@swipnet.se
Message-ID: <37446c8b.645808@nntpserver.swip.net>
Source record: 78414

You may use Save as.. option (shift-f2 if I remebered right), right
over or under Merge in the GfA ST-editor.
Then you can with simple fixes use Merge OEM-text in your
Gfa Windows or Gfa DOS.
The problem with Gfa DOS/Windows is that it's just a bad
copy of the Atari version, and theese versions blocks the
system instead of increasing its posibilities.

/Jeppe

>I have a .gfa file from GFA basic off an ATARI ST and
>need someone to save it for me as a .lis so I can read
> it on a PC. Anyone out there who is willing to help
>please email me and I will send the .gfa file.

3162. Re: Cherche ?mulateur Atari pour PC pour Calamus 1.09?

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <374442b5.0@news.interlinx.qc.ca>
Source record: 78415

Hello,
Thank you for your help.
But I already tryed TosBox. It run well. But it c'ant run Calamus version
1.09.
While the loadind or Calamus into Tosbox, it appears this message to the
screen:
-can't start Calamus
-can't load Calamus.cef
-press any key to continue
Could you please help me?
Thank you.
Raymond H.
ordinate@interlinx.qc.ca

guitarra@afn.org a ?crit dans le message
<7i1a6v$853k$1@spnode25.nerdc.ufl.edu>...
>Hi friend I do not really understand Frech but I gather that you want to
run Calamus on a PC. Ok if that is so, Tosbox runs Calamus and PageSteeam
Perfectly :)
>Tosbox is a very small file and can even run on plain dos from a single
floppy!
>
>I hope this helps, Raymond
>
>

3163. Re: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <lulPEPAtuHR3Ewb2@steverosie.demon.co.uk>
Source record: 78416

In article <3744629C.6C060506@boeing.com>, Ron Slaminko
<ronald.slaminko@boeing.com> writes
>Help!
>My 520ST is going kaput. Turns on with either a screen full of unstable
>garbage, some bombs (some of which are distorted and torn), or,
>occasionally and getting rarer, a normal bootup. I've pretty much
>eliminated all external components (power supply, mouse, disk drive &
>monitor) as trouble sources. Any suggestions?
>

Yes I do, as it happens;P

In What country are you?

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3164. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Steve@mguk.enterprise-plc.com
Message-ID: <1ds4jty.hhtlv019qggssN@max04-076.enterprise.net>
Source record: 78417

<a1exh@hotmail.com> wrote:

> > Hmm...is this the same Thalion that did Amberstar, Ambermoon, etc,
> >etc,...?
>
> The very same, they also did classic games such as Wings of Death and
> Enchanted Lands!

Two of the most stunning games ever imo

--
Steve

MacGamer UK
http://web.ukonline.co.uk/macgamer/

3165. Re: Mavis Beacon vs. my Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Ross Cooling <rcooling@georgian.net>
Message-ID: <Em%03.386$xA2.607@198.235.216.4>
Source record: 78418

Hello,

Same thing with Atari TT - when it came out there were a few programs that did, if I remember, some stack commands. These were different than on the Atari ST (pushed more data). I used a machine code debugger to locate where it failed, but didn't know enough to be able to write a patch. I spoke with Dave Small, who had gotten around the problem for his Mac emulations, but never convinced him to tell me how or give me some code!

If you've got some Atari ST(e) emulator it might work.

Sorry - Ross.

Clayton Murray wrote in message <7hli4mlgn1@slave1.aa.net>...
>Hi Atarians,
>
>I just got a used "Mavis Beacon Teaches Typing" thru Ebay at a good price.
>Only problem: I can't get it to run on my Falcon - yet. Before I wear out
>my reset button, I thot I'd ask my Atari friends if anyone has successfully
>managed to get Ms. Beacon to get along with Mr. Falcon. I have a few "ST
>Emulators" for my Falcon, but there are a lot of possible configurations.
>I have Nemesis installed. Also - (assuming I ever get it going) has anyone
>managed to get Mavis Beacon to run off of the hard drive?
>
>Thanx for any help,
>
>Clayton Murray
>claytone@aa.net
>Seattle, WA USA

3166. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: David Bolt <dbolt@my-ste.demon.co.uk>
Message-ID: <kDmKbDA7oGR3EwJb@my-ste.demon.co.uk>
Source record: 78419

In article <7i14vs$8ui$6@news.campuscwix.net>, DarkChyld <darkchyld@pcc-uky.campuscwix.net> writes
>
> Hi. I'm trying to get my USRobotics 33.6 Sportser modem to show a
> "true" connect speed and not the speed between the computer (port)
> and modem. I've got the manual, and looked through it but can't
> seem to find what I need. I did find an ATB(1,0) command which
> looks like it affects the serial/connect speed, but its not it.
>
> Anyone else know? I'm trying to get the "true" speed to showup
> in my ip-up file under MiNT. Right now it shows 38400 when I
> connect at 28800 or 26400...

The command you want is ATW(0,1,2) where ATW0 displays the serial port speed, ATW1 displays the line speed, error correction protocol and serial port speed, and ATW2 displays the line speed.

--
David Bolt

3167. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3744b744786e6b0@mail.otenet.gr>
Source record: 78420

on Thu 20-05-1999 14:07 DarkChyld wrote:

>
> Hi. I'm trying to get my USRobotics 33.6 Sportser modem to show a
> "true" connect speed and not the speed between the computer (port)
> and modem. I've got the manual, and looked through it but can't
> seem to find what I need. I did find an ATB(1,0) command which
> looks like it affects the serial/connect speed, but its not it.
>
> Anyone else know? I'm trying to get the "true" speed to showup
> in my ip-up file under MiNT. Right now it shows 38400 when I
> connect at 28800 or 26400...
>
> Thanks! ;-)
>
Unfortunately I don't know for your modem but one that works with
several modems (Zoom, Supra etc) is ATW2. It reports DCE (modem
to modem) speed only. I hope it works for yours also.

Regards Vassilis

3168. HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7i25sq$6v0$1@black.interact.net.au>
Source record: 78421

I have a problem which is vaguely related to the one that Jo Even Skarstein has written about, but it afflicts MAGIC, not TOS.

I am using a TT with internal Quantum Fireball, so I boot HD Driver from a Seagate 46mb drive that was once in my MSTe. The rest of the boot is from the C partition of the Quantum.

I have Magic 6.01 and HD Driver 7.00, 7.61 and 7.71.

Booting to TOS 3.06 with any version of HD Driver is completely reliable.

Booting to Magic with v 7.00 is completely reliable.

Booting to Magic with v 7.61 or v 7.71 is not. Frequently, but by no means always, the booting process hangs somewhere. The place where it hangs is not consistent. It may stop with NVDI trying to find its fonts. It may stop with HS Modem loading.

The most peculiar situation brings in the relationship to Jo's problem. Sometimes it boots successfully, but to the standard video port rather than my Matrix card. When this happens, but only when, I discover that MAGX.INF has disappeared. The partition has been corrupted by something to the extent that where that file was, is now a missing sector.

There is one other oddity. On the ASCI/DMA port of the TT I have a SupraDrive FD-10. This is a venerable device that uses 10mb 5.25" floppies in an Hitachi SCSI drive via a built-in Supra adaptor. With TOS and any version of HD Driver, I do not need to insert a floppy at booting, nor do I need to with Magic and v 7.00, but if I boot to Magic with v 7.61 or v 7.71 I have to insert a disk before booting if I wish to use the FD-10. If I do not Magic will report "illegal drive" when I try to open a disk.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3169. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FC21Jq.Bo@cix.compulink.co.uk>
Source record: 78422

In message <37408189$0$9533@znews.zetnet.co.uk>, xav@compsoc.man.ac.uk said:

>The preffered spelling, according to the Oxford University Press (and others),
>is indeed -ize. -ise is accepted as a variant, but is not preferred. If anyone
>has an old OUP dictionary, I'd like to find out for how long this has been
>the case, because, unlike other words (colo(u)r, etc.) neither variant is
>described as an Americanization (Americanisation accepted, but non-preferred
>;)

Yes, my third edition of the /Concise Oxford/, dated 1934 (and reprinted
1946 with ?only? a revised addenda) agrees with you. In fact it only
gives the word as an add-on to 'optimism' in the 'so...' section and
does not even explain its meaning properly, just 'optimIZE(2) v.t. (f.F
/optimisme/ (L /optimus/ best, -ISM))'!

Regards, /Peter/

3170. Re: FS Falcon RAM (UK only)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: rking@zetnet.co.uk
Message-ID: <37449db1$0$10480@news.zetnet.co.uk>
Source record: 78423

On 19 May 1999 10:52:36 , steve green wrote:
>Hi all, System Solutions 14mb RAM board for the Atari
>Falcon. 25 pounds inc P&P.
>
>Regards, Steve
>
>stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841
>.
Hi. have received and installed the FPU. The one I bought last year from
System Solutions seemed slightly bigger and it jammed and pins broke.
Yours slipped in!! and it works. Thanks very much. Your cheque posted
this morning (thurs). Am interested in the board - see my problems with
CAB and OUTSIDE and MAGIC. Can you mail me details of board.

Bob King.

3171. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: starsaber@worldnet.att.net
Message-ID: <starsaber-2005992033350001@29.st-louis-101-102rs.mo.dial-access.att.net>
Source record: 78424
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

In article <brn03.464$NA2.44059@news1.telusplanet.net>, "Bengy Collins"
<collins@bulli.com> wrote:

>Speaking of "adult games", I remember a few years back, Me and a friend
>downloaded this game .. I have no clue from where I got it, And I didnt
>know what it was when I grabbed it.. but, the graphics were excellent and
>over all the game was very entertaining... now, the thing is, the whole
>game was about, well.. you played the part of a walking penis! Has anyone
>ever played this game?? Though it sounds sick, it was a fun game..

Since we're calling up naughty computer memories, my first adult software
was for the Apple][+ on a monochrome (green in this case) monitor. It
put up a hires monochrome pic of a gril, naked and legs spread wide open.
Then the disk drive spun up, and the data head was moved back and forth to
create "moaning" sounds. Pretty good for a machine that only had a
simple, toggle-click speaker.

jt august
starsaber@worldnet.att.net
>)===---
The Starsabre is a British blade. Please reverse the "r" and the "e" in the address if you
wish to email me personally.

3172. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7i2udjqcu1@user2.teleport.com>
Source record: 78425
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3173. Atari ST SoftWare Sale. $10 titles! Brand NEW!

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7i2uar$q80$1@user2.teleport.com>
Source record: 78426
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've just added to my ST SoftWare Catalog 30 more titles. All brand
new. In my ST software catalog new titles are listed at $15. Just like
BattleZone below. But for a limited time the $15 titles are on sale for
$10. So go ahead and check it out. All of these titles are *NEW. Just
think of this as a "Come spend your Tax Refund in my store sale!".

BattleZone; Atari;
Color or MonoChrome Monitor. One or
two players. Full 360 Degree action.;
*NEW.....$15.00 U.S.

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Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail.
Please let me know if I can attach text files to your E-Mail. Catalogs
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things easier for me if you take my Catalogs, load them into your text
editor, delete what you don't want and E-Mail me the rest! To expedite
things, include your complete Mailing address so I can figure your
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bensmith@teleport.com. If you can't reach me at benjamin.net see my
E-Mail/Web info in my Signature at the Bottom!
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http://www.teleport.com/~bensmith/bscomputers.shtml or try Ben's SubDomain at
http://www.atari.benjamin.net Catalogs Requested by & Received Through E-Mail
at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3174. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <3744693c333a70@xs4all.nl>
Source record: 78427

```
Hello Vassilis,
about 'Re: Okami2 mouse disappaerence' you wrote:

>Try setting the name in lowercase, eg editor=c:\qed\qed.app, this will
>probably fix your problem.

It sure did. Life can be so easy..... ;-) Thanks a lot.
Also thanks to Pat and Krzystof.
Regards, Joost.
--
------------------------------------------------------------------------
Joost Bataille email: bataille@xs4all.nl
------------------------------------------------------------------------
```

3175. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905202244.a43416@su2.maus.de>
Source record: 78428

Hi Roger,

RC>You have to tell HDDriver which IDs to include in its scan - you have
RC>done this, have you?
or permit to read them all...

Und TTschï¿½
ps

3176. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905202247.a43417@su2.maus.de>
Source record: 78429

Hallo Jo,

J>Has anybody experienced something similar, or is it just my Mega and TT?
when I made this experience for the last time, the NEWDESK.INF was
corrupted. After saving a new one, the problems were gone.

Even looking at it with an ASCII editor may not show the problem,
because there might be 'invisible' characters.

Ok, maybe your problem is different, but trying a new NEWDESK.INF
should be worth an experiment.

Und TTschï¿½
ps

3177. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905202249.a43418@su2.maus.de>
Source record: 78430

Hi Steve,

SS>*still not detected by hd hdriver but is, thank goodness, by ExtenDOS;)
in my SCSI chain it doesn't matter if I hide the CD ROM and/or the
scanner from HDDRIVER...

Und TTschï¿½
ps

3178. Re: MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37434e681c44b50@smok.krakus.top.pl>
Source record: 78465

On Wed 19-05-1999 10:57 (+0200) Pascal Ricard wrote:

>> >Btw, is ther a Gem program to read MANs with text effects ?
>> >> Yes! It is Okami! :)))
>
>Damned ? No. I was thinking about some other MANs, maybe from some MiNT
>distrib or from Unix world (don't recall exactly), with lots of tick
>characters in them.

Okami is exactly what you need!
I always read Unix MAN's using this programm.
In Okami you can define 256 different text effects - only some of them are
defined as default.

Here is an appropriate fragment of O.INF:

=== advanced users only ===

The following configuration sets up regular expressions that O
identifies and displays in alternative text attributes. For
example, you can make O display _this_ as the word "this" in
underlined, or print all quotes in a different color, etc.
Every `texteffect' line sets up one such pattern. The syntax is:

texteffect=eff color RE
Where:
`eff' is the text effect to display the matched text in.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3179. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: kmaj@smok.krakus.top.pl
Message-ID: <37434e681c44b51@smok.krakus.top.pl>
Source record: 78466

On Tue 18-05-1999 16:58 (-0700) Pat & Anna wrote:

>>The program works wonderfull but there's one strange problem. When
>>I'm trying to write a message or a reply Okami calls the editor. QED
>>appears with a new window but the mouse-arrow has disappaered.
>
>I've never seen that problem using the same qed here.

The same with me.
Do you use any mouse accelerator? If so, turn it off and try again.

--
Greetings from Okami Newsreader user

Krzysztof Maj
<kmaj@smok.REMOVE.THIS.krakus.top.pl>

3180. CAB/Sting & Carrier detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7hvjb9$r7e@nnrp3.farm.idt.net>
Source record: 78467

Hi,

Very often, while online using CAB/STING, I expriennce a loss
of my carrier detect after bout 2 min of in-activivity.
1) CAB.OVL problem?
2) STING/DIALER problem?
3) Configuratiin problem?
4) Me problem?

I'm using a TT/4megst/16megTT RAM, Geneva, NVIDI 3.02,
Crazy Dots II board.

Thanks in advance,

****
===== Frank Lawrence =====
===== Norman OK US =====
****

3181. Atari ST software/hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: swmoretp@aol.com
Message-ID: <19990519202030.29555.00002594@ng-fg1.aol.com>
Source record: 78468

*** ATARI ST COMMERCIAL SOFTWARE/HARDWARE CATALOG ***

We will be constantly adding information to this catalog, like requirements and descriptions, as well as adding new products as we get them. Many are one-of-a-kind, so if you want something for sure, let us know. Even if you are not finished looking. We will mark it -SOLD-. If you are a collector, ask us what condition the package is in.

*** THESE PRODUCTS SEALED IN BOXES ***

Microsoft Write (Good word processor) - $29
Impossible Mission II - $20
Battleship by Epyx - $12
Ballyhoo by Infocom (no balloon) - $15
Sentry - $20
The Black Cauldron - $20
Savage - $20
Rogue - $15
Anarchy - $12
Aliants (battle ants for earth) - $10
Greeting Cards - $10
The Fool's Errand - $15
Hero's Quest - $20
Dragon Lord - $15
The Sentry (by Firebird) - $12
Spirit of Excalibur (by Mastertronic with hint book) - $20
Battleship (by Epyx) - $12
SkyChase (by Broderbund) - $15
Phantasm - $12
Metro Cross - $12
Joker Poker - $10
Golden Path - $15
Sub Battle - $15
Cutthroats by Infocom - $20
Infidel by Infocom - $25 - SOLD
Fahrenheit 451 by Trillium - $25
Perry Mason by Telarium - $25
Borrowed Time - $20
The Black Cauldron by Disney/Sierra On-Line - $25
Defender of the Crown - $20
The Fool's Errand (earlier Miles version) - $25
Draw Art - $12
PC-Ditto (Emulates an IBM XT with 640K and either monochrome or CGA color) - $39
Requires IBM DOS (We have DOS 3.3 single disks available for $10

more).
MIDISoft Studio by Passport (Recording Software for MIDI Synthesizers) - $49
FAST (Complete Desktop Organizer) - $15
HiSoft DevpacST (68000 Assembler/Debugger/Linker) - $29
Henry's Fundamental Basic (Introductory Language Interpreter) - $15
Phasar 4.0 (Professional Home Accounting System and Register) - $39
Publishing Partner Professional (Desktop Publishing) - $29
LDW Basic Compiler - $20
IS Talk (modem software, any Hayes modem) - $20
DB Master One (database) - $12 (retails for $60)

*** DISKS AND MANUALS ***

Flight Simulator II - $15
SuperBike Challenge - $10
Typhoon Thompson - $10
World Games - $10
Championship Wrestling - $8
Shadowgate Hint Disk - $8
Shadowgate - $12
SimCity - $15
Missile Command - $8
AD&D Heroes of the Lance - $12
Universal Item Selector III - $12
Read-A-Rama - $10
Donald Duck's Playground - $10
PrintMaster Plus (like Print Shop) - $12
Mean 18 Golf - $12
Homework Helper, Math Word Problems - $10
Death Sword - $10
Publishing Partner 1.01 (Desktop Publishing, color or monochrome) - $20
Laser C (C Language Development System) - $39
Pro Football Wizard (Football Handicapper) - $10
S.D.I. (Strategic Defense Initiative) - $12
Winter Games (Winter Olympics arcade game) - $10
Police Quest - $10
Major Motion (Arcade battle, car racing adventure game) - $10
Starglider by Rainbird - $12
Athena II (2 dimensional CAD program) - $25
Beta-CAD (Easy to use CAD program) - $20
First CADD by Generic Software (CAD program) - $25
ST Sprite Factory (drawing/sprite creating program) - $15
AssemPro by Abacus (Complete Assembly Language Development Program) - $20

*** SINGLE DISKS ***

Populous - $10
Major Motion - $7
Gauntlet - $10
Gauntlet II - $10
Dungeon Master - $10

Hardball - $6
Turbo Out Run - $10
STOS, The Game Creator - $12
Joust - $8
Into the Eagle's Nest - $7
Mean 18 Famous Course Disk #1 - $6
Educational:
MathTalk - $8, MathTalk Fractions - $8, Speller Bee - $8, Smooth Talker - $6
Publishing Partner 1.0 (Desktop Publishing, monochrome) - $12
Publishing Partner 1.0 (Desktop Publishing, color) - $12
MIDISoft Studio by Passport (Recording Software for MIDI Synthesizers) - $25

*** HARDWARE ***
Most things are used but they are guaranteed to work.

Atari ST 1040ST Computer (CPU only) - $99
Atari 314 DS Drive - $59
Atari 354 floppy drive - $69
Atari SEA5 031 30 MG hard drive $99 (no cable)

*** BOOKS ***

Atari ST Internals (programming) - $10
Programming in C - $10
C Source Debugger - $5
Gem Programmers Reference - $10
Basic to C - $8

*** MAGAZINES ***

STart (no disks)

Premier Issue, Summer 1986 Volume 1, Number 1 - $3
Fall 1986, Volume 1, Number 2 - $2
Winter 1986, Volume 1, Number 3 - $2
Spring 1987, Volume 1, Number 4 - $2
$1 each: Summer 1987 2/1, Fall 1987 2/2, Winter 1987 2/2?(3), Spring 1987 2/5
$2 each: Special Issues 1, 2 or 3.
$1 each: October 1989 through April 1990.

Many programs are one of a kind. E-MAIL: SWMoreTP@aol.com or
PHONE (916) 725-0228 for information on a program, availability,
to reserve a program or shipping charges. Minimum shipping is $4.
We do not do CODs. Make money orders or checks payable to: TONY DANIELI or
PAULA
CAPOBIANCO (but not both). Products ordered by check are held until the check
clears.

We have other e-mail catalogs available:

Apple II (3 1/2") Shareware/Public Domain catalog
Apple II (5 1/4" and 3 1/2") Commercial Software catalog
Apple II hardware catalog

Apple II (5 1/4") Public Domain/Shareware catalog
Macintosh Shareware/PD catalog (Mac 512 up to Power Macs)
Macintosh Commercial Software catalog (Mac 128 up to Power Macs)
IBM Commercial Software catalog (XT to Pentium)
IBM Shareware Software catalog (3 1/2" & 5 1/4")
Commodore 64 software/hardware catalog
Amiga software/hardware catalog

Please download them from our website or request the one(s) you want. We will e-mail them to you.

SOFTWARE & MORE
7250 AUBURN BLVD
CITRUS HEIGHTS CA 95610
Wednesday - Friday 12-5 and Saturday 12-4pm PST
PHONE: (916) 725-0228
E-MAIL: SWMoreTP@aol.com
HOME PAGE: http://members.aol.com/SWMoreTP/AP.html

Thank you,
Tony Danieli
Paula Capobianco
SOFTWARE & MORE

3182. Re: MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <374366f2139d932@club-internet.fr>
Source record: 78469

Hello,

in article <37434e681c44b50@smok.krakus.top.pl>
Krzysztof Maj wrote on Thu 20-05-1999 00:22 (+0200):

> Okami is exactly what you need!

Ok.

> I always read Unix MAN's using this programm.
> In Okami you can define 256 different text effects - only some of them are
> defined as default.

I know this. The texteffects part of my setup is heavy enough for the
moment and slows down a little bit the display ;-)
Nevertheless, I'll try to set it up for this purpose too.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
UFP Starfleet Command: End Transmission

3183. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: wongck@letterbox.com
Message-ID: <7hvo3d$4be@usenet.pa.dec.com>
Source record: 78470

In article <7huvp8$2cn$1@news.campuscwix.net>, darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
>
> won't let me do an "ATDT number" on its screen, won't accept
> any keyboard input. Ditto with CoNnect under GEM. If I try

You are connect via NULL-modem cable !
So why are you doing a dialling ? There is nothing on the end of the cable which understand ATDT or any AT commands. The AT commands are for the modem commands control only. There is no modem now.

Using NULL-modem between 2 computers, the computers are connected once you power on. What you can do to test out, is to run a terminal program (like connect) on both sides, make sure that the line speed (ie baud rate) and other RS232 settings are the same (7bits, startstop, etc), and start using it i.e. type some characters on one computer and see if the other computer have anything coming out on the screen. Normally you will see something, if they are not what you type, then it is the RS232 settings which are the problem. There is no modem here to help you auto-set these now. :-)

> difference either...Does anyone know if BBS Express! ST is
> capable of recognizing an incoming signal from a null-modem
> cable? Hmm...

I am not sure, but if you tested it by using above method, then you can try the BBS software.

>
> So...my question(s) are: do I need to do something else to
> get these 2 machines to communicate with each other-or am I
> simply doing something wrong as is?
>

You may want to read about connecting ST to Win95 using NULL modem on my web page, it's the same principle. Now you are using 2 ST instead. The section is about 3/4 down the page. Have fun :-)

http://probehouse.atari.org

Rgds
William

Your mouse has moved. Windows NT must be restarted for the change to take effect. Reboot now? [OK]

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,
William Wong -ST user (last?) in SINGAPORE||| 520ST/4Mb/44MB/Mag!X
Email: wongck@letterbox.com ||| F030/14Mb/1.5GB/CD/MTOS
http://probehouse.atari.org / | \P2-450/64MB/6GB/Win95

3184. Re: CAB/Sting & Carrier detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: jmv@odsy.net
Message-ID: <auK03.386$J3.12236@news15.ispnews.com>
Source record: 78471

```
On 20 May 1999 00:00:41 , Frank W. Lawrence wrote:
>Hi,
>
>Very often, while online using CAB/STING, I expriennce a loss
>of my carrier detect after bout 2 min of in-activivity.
> 1) CAB.OVL problem?
> 2) STING/DIALER problem?
> 3) Configuratiin problem?
> 4) Me problem?
>
>I'm using a TT/4megst/16megTT RAM, Geneva, NVIDI 3.02,
>Crazy Dots II board.
>
>Thanks in advance,
>
>
>
> ****************************
> *===== Frank Lawrence =====*
> *===== Norman OK US =====*
> ****************************
>.

It could be your ISP. My old ISP would disconnect me whenever I had problems
trying to resolve a host using CAB. My new ISP doesn't disconnect me
whatsoever.

Joe in Lubbock, Texas
```

3185. Cherche ?mulateur Atari pour PC pour Calamus 1.09

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <37436074.0@news.interlinx.qc.ca>
Source record: 78472

Bonjour,
Je cherche une ?mulateur Atari pour mettre sur PC afin de faire fonctionner
mon Calamus 1.09.
Quelqu'un sait-il lequel il me faut? Car j'en ai essay? plusieurs mais qui
n'?tait pas capable de faire fonctionner Calamus 1.09.
Quelqu'un peut-il m'aider?
Merci d'avance
ordinate@interlinx.qc.ca

3186. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3743B370.6F017862@directprovider.REMOVETHECAPITALS.net>
Source record: 78473

BobKing a ï¿½crit :
>
> I'll try and e-mail Videl Inside to you tonight, just incase you cann't
> find the Web source. Let's hope Newsie works.
>

Thanks a lot. I finally found them all!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3187. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3743b9d6$0$10481@news.zetnet.co.uk>
Source record: 78474

On 19 May 1999 09:38:22 , Steve Stupple wrote:

>What I'd like to know is why doesn't HD Driver detect the drive on the
>other drive ID's, as opposed to just ID 1!!!!!
>
>HDdriver obviously isn't doing something it should!

You have to tell HDDriver which IDs to include in its scan - you have
done this, have you?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3188. Atari Strip Poker dis

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927174249@acpu.com>
Source record: 78475

<7hs95o$ks4@james.hwcn.org> <fmFBGvAocfQ3EwVc@steverosie.demon.co.uk>

Steve Stupple <Steve@steverosie.demon.co.uk> spake thusly:

S > There is a great package that allows you to choose computer
S > opponents, Hoyles book of cards. I can't remember which volume
S > does poker, etc. and which one is dedicated to patience card
S > games. As far as I know they only did 2 packages, vol. 1 &
S > vol. 2!

Vol 2 is Patience (Solitaire) (Idiot's Delight). I play it all the
time, although it can do weird things to ports and hardware that are
none of its business.

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Pardon my driving, I'm reloading.
___ Mountain Reader II - #00000077

3189. HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: josk@my-dejanews.com
Message-ID: <7i0nvd$lj5$1@nnrp1.deja.com>
Source record: 78476

I have a problem with HD-Driver (7.12) and TOS 2.06 and 3.06. If I boot with HD-Driver TOS will crash as soon as the desktop tries to read newdesk.inf (it says that it can't allocate the window-buffer). If I hold down CONTROL, the desktop doesn't look for newdesk.inf and everything works as it should.

If I run MultiTOS I have a similar problem, if newdesk.inf is present the AES will crash with a bus-error as soon as I use the menu. If I delete newdesk.inf there are no problems.

This happens on my Mega ST (IDE, TOS 2.06) and my TT (SCSI, TOS 3.06), but not on my Falcon (IDE, TOS 4.04)... It doesn't matter if I boot with no accs or auto-programs, or even if I boot from floppy. With an old AHDI I have both the Mega and TT works fine, but AHDI lacks some features I need so this is not really a solution.

Has anybody experienced something similar, or is it just my Mega and TT?

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3190. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3743D839.139F3914@patent.gov.uk>
Source record: 78477

Hope you received my e-mail and attachment. I tried to add a message,
but after I had attached the Videl ZIP and gone to 'edit' (in Edith) I
found the cursor lying on the first char of the address and the ZIP file
hard up to the bibliography. What am I doing wrong with Newsie? Surely
you can make up the recipient section, then write/edit the message text
and then add any attachments? I think I'll switch to Mymail, at least
the HYP file has screen dumps.

I downloaded Videl from:

http://www.geocities.com/SiliconValley/Sector/9449/downloads.html

The Rebel BBS pages, just to make sure I had the latest.

Bob King.

Nicholas Bales wrote:
>
> BobKing a ï¿½crit :
> >
> > I'll try and e-mail Videl Inside to you tonight, just incase you cann't
> > find the Web source. Let's hope Newsie works.
> >
>
> Thanks a lot. I finally found them all!
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

3191. FS/T: Atari ST games [05/20/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <375cd3c7.47035733@news.nls.net>
Source record: 78478

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/20/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 6.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 6.00 Alcon (Taito)
$ 6.00 All Aboard! (Terrific Software)
$ 6.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 6.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 6.00 Auto Duel (Origin Systems)
$ 6.00 Awesome (Psygnosis)
$ 6.00 Battleship (Epyx)
$ 6.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 6.00 Blockout (California Dreams)
$ 6.00 Bobo (Terrific Software)
$ 7.00 Bubble Bobble (Taito)

$ 3.00 California Games (Epyx)
$ 6.00 Championship Wrestling (Epyx)
$ 6.00 Crash Garrett (Metal Hurlant)
$ 6.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 6.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 6.00 Dynasty Wars (Capcom)
$ 6.00 East vs. West Berlin 1948 (Time Warp)
$ 6.00 Eliminator (Hewson)
$ 6.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 6.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 6.00 Golden Path (Firebird)
$ 6.00 Goldrunner II (Microdeal)
$ 6.00 Hoyle Official Book of Games (Sierra)
$ 6.00 Hyperdome (Exocet)
$ 6.00 Impossible Mission 2 (Epyx)
$ 6.00 Jewels of Darkness (Firebird)
$ 6.00 Jupiter Probe (Microdeal)
$ 6.00 Karateka (Br0derbund)
$ 6.00 Keith Van Eron's Pro Soccer (Microplay)
$ 6.00 Knight Orc (Rainbird)
$ 6.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 6.00 Last Duel (Capcom)
$ 6.00 Leander (Psygnosis)
$ 6.00 Major Motion (MichTron)
$ 6.00 Man Hunter: New York (Sierra)
$ 6.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 6.00 Moebius (Origin Systems)
$ 3.00 Paint Pro (Abacus Software)
$ 6.00 Phantasm (Exocet)
$ 8.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 6.00 Police Quest 2 (Sierra)
$ 6.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 6.00 Professor Craps (Scorpio Systems)
$ 6.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 6.00 Rambo III (Taito)
$ 6.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 6.00 Rick Dangerous (Microplay)
$ 6.00 RVF Honda (Microplay)
$ 6.00 S.D.I. (Cinemaware)

$ 6.00 Savage (Microplay)
$ 6.00 Silicon Dreams (Firebird)
$ 6.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 6.00 Space Quest I (Sierra)
$ 6.00 Space School Simulator (CRL Group)
$ 6.00 Star Quake (Terrific Software)
$ 6.00 Starglider (Rainbird)
$ 6.00 StarRay (Logotron Recreation)
$ 6.00 Stationfall (Infocom)
$ 6.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 6.00 The Advanced OCP Art Studio (Rainbird)
$ 6.00 The Colonel's Bequest (Sierra)
$ 6.00 The Games (Epyx)
$ 6.00 The Guild of Thieves (Rainbird)
$ 6.00 The Pawn (Rainbird)
$ 6.00 The Sentry (Firebird)
$ 6.00 The Viking Child, Prophecy 1 (Imagitec)
$ 6.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 6.00 Transputor (CRL Group)
$ 6.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 6.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 6.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 6.00 Zero Gravity (Microdeal)
$ 6.00 Zork I (Infocom)
$ 6.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I

collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane

Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3192. BBS stuff, again

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3743cbd09dcae630@holleman.demon.nl>
Source record: 78479

Hi,

I've added two new areas to my small BBS, areas Software-Games and
Software-Matrix.

The first one holds just a few old monochrome games, plus 24-Bit program
that sometimes is needed to run them on a TT. More games will be added in
time. I think I've got a (demo) copy of the Revenge of the Mutant Camels
lying around here :-)

The MATRIX subarea now holds all the stuff I also put on my homepages.

The MISC subarea now has SoftPC and the Insignia files added.

In the LOCAL (LOKAL actually...) area I've put a Filelist with all
available files for D/L.

Once more, suggestions and feedback are welcome.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3193. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <374407701a7fc71@mail.otenet.gr>
Source record: 78480

Hello Ekkehard,

on Mon 17-05-1999 17:11 Ekkehard Flessa wrote:

>VP>have you a usable network between the Falcons or not ?
>
>Well, to some extent: with Gemini, there are just some unusable drive Folders
>visible on both of the Falcons. *But*, as soon as I try opening the same
>drives/folders with magxdesk, both the other falcon and the milan suddenly are
>accessisble.
>
This sounds like an incompatibility between Gemini and MagiC. I found the
text 'Gemini goes Mag!X' Version 1.3 19. M?rz 1993 by Oliver Scheel, but
MagiC has changed a lot from theese days... I'm not sure if there is
something newer (this one is in German, so I'm not sure what it does).

>On the Milan, both Falcons are there even with Gemini as Desktop.
>
Hmm, the above text also says (goes MultiTOS) ;-) and I think MiNT has
stayed more compatible over the years than MagiC!

>
[sniped tests]

>Transfer from Falcon #2 to Milan via #1. The copy program in charge was mgcopy,
>running on #2. IP link established with 115k2 via Modem ports between Milan and
>#1 and via Midi ports between #1 and #2. Transfer time was 06:00 minutes for
>346795 bytes. Very slow, but again: no errors.
>
Very slow indeed ;-(but BNET has nothing to do with it. Routings etc are
STinG's responsibility but the network administrator ;-) must ensure that
he has a 'fine tuned' system! This mostly includes avoidance of unnessecary
fragmentation (MTUs, MSS, RCVW), excessive retransmitions (def RTT), system
load etc. Might take some time, but at the end you'll get the best results
for your setup.

>During my tests today, I encountered numerous crashes of both falcons. These
>happened mostly as soon as the Midi connection was involved. Might be some
>buffer overflow due to missing handshake or the like, but is not really
>reproduceable. Both Falcons were up and running for over an hour now during
>most of the tests.
>
Maybe you can try with larger buffers in MIDI.PRG (4096 bytes or more). I had
tried MISY=ON once and I had crashes using midi. So, I think this setting
should be OFF. Otherwise midi connections are very stable (even from the first
STinG versions).

It's also possible that one or more of your AUTO or ACC programs are responsible for certain crashes, especially if even one of them can overwrite certain memory areas (buffer overruns etc). This can pass unnoticed in normal operation and cause a crash with STinG (or when STinG is using much of its memory).

>BNET is working flawlessly, though, although there is some trouble with Gemini
>under MagiC.
>
I'll try to test it since it was my favourite desktop some (many;-) years ago, but please note that not all programs are prepared to run in a network environment. Most of them simply assume that drive/path are local and don't care to ensure that the last Dsetpath is really the last (which they should, even for 'normal' multitasking operation). BNET tries to make its best to ensure this (even Superbase, which does all sort of tricky bits with path handling, works fine), but can't be always successful.

>So, there is no need for more excessive testing under MiNT, as long as no other
>users will encounter problems.
>
Ok, that's really good news, I'd like to access MiNT with more 'common' drivers like NFS or other.
Thanks _a lot_ for your tests/reports, BNET is constantly under development, so such extensive testing is much welcomed.

Regards Vassilis

3194. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11adb5385063c9669896e9@news.prodigy.net>
Source record: 78481

In article <7huf91$6j71@news.ajou.ac.kr>, dated 19 May 1999 13:45:05 GMT
phantomm@kih.net stated:

> The credits mention the use of a digitizer by: Newtek and a Sound
> Sampler: Deluxe Sound. Never heard of these, anyone know anything
> about this digitizer and sound sampler?

Newtek never made anything for an Atari computer. Given the era of this
game, no doubt the graphics were done on an Amiga using a Newtek
Digiview. The Digiview was a slow-scan parallel port video digitizer
capable of 21 bits of color info in its raw format, although typically
the pics were saved in HAM format (12 bits per pixel maximum).

I suspect that also means the sound was done on the Amiga as well, but my
memory cannot verify that the Deluxe Sound was an Amiga-specific product.
:)

==========
lonniemcclure@prodigy.net

3195. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <92qJyEAX0$Q3EwRT@steverosie.demon.co.uk>
Source record: 78482

In article <3743b9d6$0$10481@news.zetnet.co.uk>, Roger Cain
<rcain@zetnet.co.uk> writes
>On 19 May 1999 09:38:22 , Steve Stupple wrote:
>
>>What I'd like to know is why doesn't HD Driver detect the drive on the
>>other drive ID's, as opposed to just ID 1!!!!!
>>
>>HDdriver obviously isn't doing something it should!
>
>You have to tell HDDriver which IDs to include in its scan - you have
>done this, have you?

I certainly have;) My configuration for devices are the following:

ID
0 = lun 0
1 = lun 0
2 = lun 0
3 = no selected
4 = lun 0 and lun 1 cd-rom multi-changer
5 = lun 0 and lun 1 cd-rom multi-changer
6 = lun 0 and lun 1 cd-rom multi-changer*

*still not detected by hd hdriver but is, thank goodness, by ExtenDOS;)
but is a different model; DRM602X the other 2 are DRM624X and are
detected fine.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3196. Re: Just another whine

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <3743FF7F.1981FD25@patent.gov.uk>
Source record: 78483

Couldn't agree more. I'm not knocking the Atari, I was using the 8-bit 800XL in the office to database my output and a marvelous PD word processor called Textpro, for my reports, whilst the rest of the examiners were still using quill pens (perhaps I exaggerate!!). As soon as Protext came out for the PC I started using it in preference to WordPerfect for the macro features and its total in-text control. Now however, I have a 19" COMPAQ multisync and the VGA limited Protext window is just too small to use. Papyrus is a superb WYSIWYG wordprocessor/semi DTP package and the fact that it is making inroads and noise in the PC market, testifies to its quality. I cannot specify which companies have been 'surprised' by things like the Atari Touch Tablet/Atari Artist combo, or Neodesk or CAD-3D, but they are very big boys indeed.

Photoline is a perfect example of our problem in although having starting the ball rolling, not having enough muscle to keep it rolling along our path.

Yes, your point about the cheaper hardware spin off is completely correct. I bought a 2.1 Gb IDE HD for ï¿½50, a Hayes Optima 28800 for ï¿½25 and a CD drive for ï¿½20, prices that, if driven by Atari only dealers (who are forced to keep thier prices high because of their limited market) and not the generic PC market, would be multiplied by up to a factor of say 4.

Bob King

Louis wrote:
>
> on Wed 19-05-1999 11:45 BobKing wrote:
>
> From where I work I know that Atari and
> >many programs were very innovative for their day (see my previous
> >postings), and that to this day the lean programming forced by limited
> >memory has given the TOS and clones platforms some amazing programs for
> >their size, but unfortunately, in a world where market forces rule,
> >giving rise to mass production, resulting in low cost RAM production,
> >resulting in lazy bloated programming, the fact that the ï¿½60 or whatever
> >Photoline for PC has more features etc, is inevitable, the vast PC
> >public love it and to them, size does not matter. Most of the stuff
> >that passes across my desk is unnecessary self feeding bloat, buts
> >that's life and it does keep people employed. Coupling the above Hyp.
> >with Bengy's review of the iMAC and MagicMac (see his marvellous
> >pages), fills me with dreams of what could have been if Atari had been
> >spelt IBM and/or Bill Gates had been christened Tramiel..

>
> Hi Bob,
>
> I'm not so sure: imagine Gates had been christened Tramiel, wouldn't we
> have had TOS 1.00 with an enormous amount of patches, totalling up to 250
> Mb where one wouldn't even guess where all the different files are for or
> even are located, what they do etc...??
>
> Then, there still are marvels: take Papyrus. Right, for an Atarian it's
> big, around 4.3 megs without the dictionaries. (I'm talking about the
> 7.02 demo I'm still running). Compare this to Word-97... Then take a
> "document" for Word, write 2 lines full of text (one font, average size),
> save it and you'll have a file of 20 kB. Do the same in Papyrus and the
> file is maybe 1 k.
> Papyrus is out for Win-95, OS/2 and Mac as well, is getting popular and is
> very limited in size there too...
> I can create Word-docs with it (RTF style), take it to the box at work,
> load it in Word and only the graphics need some re-setting.
>
> One of the positive sides of this whole Win/Gates stuff is it made
> components for US cheaper too :-)
>
> There still are programming marvels for us Atarians...
>
> --
> CU NeXT msg,
> _____________________________________
> | |
> L O U I S | Email: louis@holleman.demon.nl |
> | http://www.holleman.demon.nl |
> | BBS: +31-412-644411 |
> |_____________________________________|

3197. Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7i14ifufu1@nnrp1.deja.com>
Source record: 78484

Has anybody tested any of cheap, huge IDE-disks? I was thinking about getting a 13-20GB disk in my Falcon. My local store has these in stock:

Fujitsu 13.7GB 3130AT (UDMA)
Seagate Medalist 10.2GB
IBM Deskstar 13.5GB
Maxtor DiamondMax 4320 13GB

All of these are cheap and more than fast enough for my Falcon, but I've heard that not all new IDE-disks will work. Is this correct? If so, which disk is safe to buy?

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3198. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3744079D.B00@ooc.de>
Source record: 78485
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,alt.atari

Steve Stupple wrote:

> What I'd like to know is why doesn't HD Driver detect the drive on the
> other drive ID's, as opposed to just ID 1!!!!!

For HDDRIVER, like for any driver, the SCSI ID of a device doesn't
matter at all, i. e. all IDs are treated the same. If the ID makes a
difference there is most likely a problem with the cables or the
termination.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3199. Re: Null-modem questions...

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i12p8$8ui$1@news.campuscwix.net>
Source record: 78486

On 20 May 1999 01:21:48 , William Wong wrote:
-
->You are connect via NULL-modem cable !
->So why are you doing a dialling ? There is nothing on the end of the cable
->which understand ATDT or any AT commands. The AT commands are for the modem
->commands control only. There is no modem now.

I didn't know...I plead ignorance... ;-)

->Using NULL-modem between 2 computers, the computers are connected once you
->power on. What you can do to test out, is to run a terminal program (like
->connect) on both sides, make sure that the line speed (ie baud rate) and
->other RS232 settings are the same (7bits, startstop, etc), and start using it
->i.e. type some characters on one computer and see if the other computer have
->anything coming out on the screen. Normally you will see something, if they
->are not what you type, then it is the RS232 settings which are the problem.
->There is no modem here to help you auto-set these now. :-)

Will try that out...

->I am not sure, but if you tested it by using above method, then you can try
->the BBS software.

I may have a real problem with this. BBS Express! ST v1.98a, which is the
software I use, waits for the incoming modem signal to initiate a connection
with users... Not sure how I could simulate that by the keyboard? ;-(

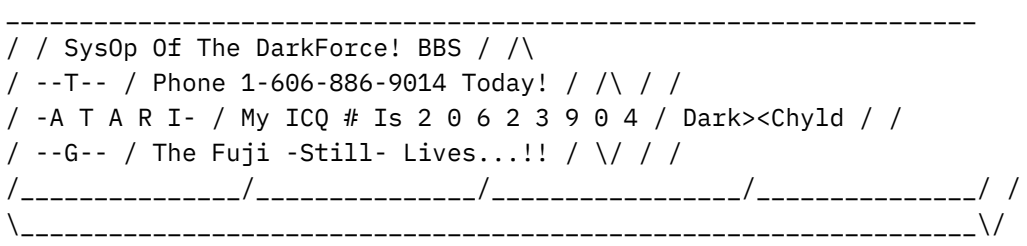
->You may want to read about connecting ST to Win95 using NULL modem on my web
->page, it's the same principle. Now you are using 2 ST instead. The section is
->about 3/4 down the page. Have fun :-)
->
->http://probehouse.atari.org

Okay, I'll do that... Thanks for the advice!

->Rgds
->William
->
->
->---
->Your mouse has moved. Windows NT must be restarted for the
->change to take effect. Reboot now? [OK]

Cute .Sig! ;-)

(we have P233's at work running NT...slow)


/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /

3200. Re: 20,000 calls...

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i13g9$8ui$2@news.campuscwix.net>
Source record: 78487

On 19 May 1999 20:13:46 , Louis wrote:

->Hi Ronald,
->
->I doubt I'll ever reach one-tenth of that... Up till now: zip-nada-nothing
->reactions. Okay, I haven't got much available right now, since I'm pretty
->unsure about exactly what to put up there. Don't wanna start real
->competition with others. For a real extensive support BBS I haven't got
->the HD space plus I want to keep it small. Rite now I put up some Internet
->stuff, the Matrix stuff that is also available from my homepage and a few
->piccies (just for the fun of it).
->I've been asking before, if people have suggestions, they're welcome.
->Rite now anyone can login as Guest, have 20 mins access time and a 5 megs
->free D/L. Once registered the level moves up to 30 mins access time
->automatically.
->Again, time will tell. As long as my system runs 24 hrs/day, I can leave
->the BBS stuff on as well, doesn't harm...

Don't get discouraged Louis! It takes awhile usually for word-of-mouth to
reach everyone. My first year? Ugh...probably didn't get 1 call a day for
a very long time. Of course at that time I was running head to head with
no less than 3 other PC based BBS's in my own county. For what it counts,
they are all gone now...(which either means we won, or I'm too stubborn
to give up on BBS'ing! <grin>) All my equipment is paid for, the extra
phone line doesn't cost -that- much to maintain...so we'll be around for
as long as I'm an Atarian (can someone say until Death?) ;-))))

For awhile, we were averaging 30 calls a day. It was intense...then we
got our 1st, 2nd and 3rd ISPs in our area...we now get around 5 calls
a day (and 1 is always me!) so its definitely affected us. Even more
amazing is the fact that we get just as many LD calls as local...the
Atari users in my area, despite my best efforts, are running on very
basic ST's (1 meg, floppy, 2400 baud, etc, etc,...) We have had meetings
at the local Library, Pizza Hut, and a local yearly electronics exhibition
where I show off my Nemesized, MiNT powered Falcon, as well as a Lynx and
Jaguar, but while they all look and go "wow, I didn't know Atari's could do
that!", I can't get them to upgrade... ;-((Heck, I even gave a base Jag.
game system away at last years HobbyFest!) ;-))))

Oh well...nobody said it was easy belonging to the ultra-elite cultist
group known as "Atarians", eh? <grin>

Catch ya later...

/ / SysOp Of The DarkForce! BBS / /\

/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____/_____/_____/_____/ /
_____\/

3201. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i13np$8ui$3@news.campuscwix.net>
Source record: 78488

```
On 19 May 1999 20:23:52 , Steve wrote:
-><a1exh@hotmail.com> wrote:
->
->> Hi everyone!
->>
->> The Thalion Webshrine now has it's own BBs! It's for talking about the
->> site, ex-members and their Demos groups (TEX,TCB,TLB etc.) Hints tips
->> cheats etc. basically anything related to Thalion or the ST/Amiga!
->>
->> Cheers
->>
->> Alex Holland
->> http://Thalion.atari.org
->
->Excellent!
->
->--
->Steve
->
->MacGamer UK
->http://web.ukonline.co.uk/macgamer/
->.

Hmm...is this the same Thalion that did Amberstar, Ambermoon, etc, etc,...?

BTW, anyone know how to get Amberstar (its so picky!) to work on a Falcon?

Ambermoon only made it out to the Amiga, right?

Thanks... ;-)

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_________________/_____________/ /
\_____________________________________________________________\/
```

3202. Re: BBS stuff, again

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i14av$8ui$4@news.campuscwix.net>
Source record: 78489

On 20 May 1999 09:46:04 , Louis wrote:
->Hi,
->
->I've added two new areas to my small BBS, areas Software-Games and
->Software-Matrix.
->
->The first one holds just a few old monochrome games, plus 24-Bit program
->that sometimes is needed to run them on a TT. More games will be added in
->time. I think I've got a (demo) copy of the Revenge of the Mutant Camels
->lying around here :-)
->
->The MATRIX subarea now holds all the stuff I also put on my homepages.
->
->The MISC subarea now has SoftPC and the Insignia files added.
->
->In the LOCAL (LOKAL actually...) area I've put a Filelist with all
->available files for D/L.
->
->Once more, suggestions and feedback are welcome.

Keep up the good work, Louis! Its like the Doors lead singer said
in Waynes' World 2... "Hold a concert-they will come"... (or some
thing like that!) ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3203. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i14le$8ui$5@news.campuscwix.net>
Source record: 78490

On 20 May 1999 10:25:50 , josk@my-dejanews.com wrote:

<snip>

->Has anybody experienced something similar, or is it just my Mega and TT?
->
->Jo Even Skarstein

Hi Jo Even...

Well, I'm using HDDriver v7.61 on my TT but I had something like that
happen. It was my fault though. I just copied the DESKICON.RSC file from
my Falcon to the TT (there was nothing on the HD when I started working
on it), and saved NEWDESK.INF from there. Well anyways, the next time
I booted up, it crashed. So I figure either NEWDESK.INF or DESKICON.RSC
was corrupted. I installed new ones, not from my Falcon, and it worked
fine... Dunno if that will help you or not though... ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3204. "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i14vs$8ui$6@news.campuscwix.net>
Source record: 78491

Hi. I'm trying to get my USRobotics 33.6 Sportser modem to show a "true" connect speed and not the speed between the computer (port) and modem. I've got the manual, and looked through it but can't seem to find what I need. I did find an ATB(1,0) command which looks like it affects the serial/connect speed, but its not it.

Anyone else know? I'm trying to get the "true" speed to showup in my ip-up file under MiNT. Right now it shows 38400 when I connect at 28800 or 26400...

Thanks! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3205. Monthly Winners!

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i151h$8ui$7@news.campuscwix.net>
Source record: 78492

Its that time once again! (thunderous drum-roll please-if you don't mind) The Winners at the DarkForce! BBS this month are as follows:

1) Bill (Bill Bykens) : 1 6 month/3 volume subscription to Atari Computing!

2) Dr. Clu (Greg Goodwin) : ST-Plus Fanzine!
3) Centurion (James W. krych) : ST-Plus Fanzine!
4) Angle (Shannon Slone) : ST-Plus Fanzine!
5) 69 (Brandon Blackburn) : ST-Plus Fanzine!

Congratulations to all our lucky winners. Don't forget-you too could be a winner if you call our BBS at least one time each month. All it takes is that one call, and it does not matter how long you stay on. Good luck to all of next months' callers! ;-)

PS You must take a permanent password when you call for the first time! ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3206. [WTB] Trax Recording Studio Utilities (tracksheet plus)

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <7i16lh$56m$1@wanadoo.fr>
Source record: 78493

TRAX
'Recording Studio Utilities'
(Tracksheet plus)

by Quentin Rice
(c) Quinsoft 1990

Any informations ???
Where can I find it ?
Any Website ??

3207. [WTB] Soft for Running & management of recording studio

Newsgroup: comp.sys.atari.st
Date: 1999-05-20 00:00:00 UTC
From: CORNEILLIE Vincent <vcorneillie@wanadoo.fr>
Message-ID: <7i1702$5e5$1@wanadoo.fr>
Source record: 78494

Who knows a software that can do this (in a small recording studio) :

- day to day running & management
- invox & accounting
- address database
- tracksheet & cuesheet
- label printing

3208. MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37456244.E2257DA5@cable.A2000.nl>
Source record: 78345

It is very difficult to tell jokes on Microsoft. In the end they all turn out
to be truth.

Out of curiosity I installed Borland C++ builder on my wintel laptop.
I compiled the famous program that puts "Hello world" on the DOS console.
No windows application!!!

After compiling about 143.000 lines!! I ended up with a .exe about the same size
in bytes.
But it worked!

I think one can have the complete MSDOS kernel linked in that amount of bytes.

Henk.

3209. Re: hard disk driver boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <7i3pgrfsg1@remarQ.com>
Source record: 78346

On 21 May 1999 05:21:15 , Alois Huber wrote:
>how can i tell my Mega ST (TOS 1.04 and HusHi 6.06 hd-driver) to wait at
>boot time until the megafile has spin up?
>thanks in advance.

There may be a better way...but...
You can put a copy of coldboot.prg in the auto folder of a virus free
floppy disk and keep that loaded in the machine during booting.
COLDBOOT.PRG does just that, it forces the machine to do a cold boot,
similar to cutting the Mega off at the power switch, then back on.
The Mega should in theory, keep rebooting till the hard disk has spun
up, at which point the system should boot from the hard disk.

Many hard disk utilities come with some form of coldboot, and if not
most atari FTP sites have it up for grabs.

Brian

3210. FPU advantages

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37457931.8D31443E@patent.gov.uk>
Source record: 78347

I have at last installed an FPU on my Falcon. I can find no difference in speed between the ST/Falcon no FPU and the TT/Falcon with FPU versions of Photline 2.30, at least in the filter department. What am I missing. There is a list somewhere of progs. which are FPU aware and benefit, can any one point me.

Note all FPU chips are not the same!! The first one bought full price from SS was such a tight fit I bent a pin or otherwise bu*****d it up, whilst that bought from Steve Green at a fraction of the price, slipped in real easy - and worked first time.

Bob King.

3211. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i3ttb$t4r$2@news.campuscwix.net>
Source record: 78348

On 21 May 1999 06:24:38 , Louis wrote:

->Yo Ron, ATB/B0 selects CCITT 300 or CCITT 1200 protocol once the command
->line prefix AT has been entered at the 300 bps or 1200bps data rate;
->
->ATB1 selects BELL300 or BELL212A protocol once the command line prefix AT
->has been entered (usually a default setting)

Thanks Louis! Well, it doesn't actually say that in my USR manual. Its says:

Oh...let me amend that...I should have put the & character in front of it...

Sorry! ;-)

AT&B0 = variable, follows connection rate
AT&B1 = fixed serial port rate
AT&B2 = fixed in ARQ mode, variable in non-ARQ mode

Anyways, the ATW(0,1,2) command does not work on my USRobotics sportster. It
gives an error if I issue it... ;-(

Geez, wonder what does make it work? ;-(

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3212. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i3u29$t4r$3@news.campuscwix.net>
Source record: 78349

On 21 May 1999 07:38:46 , Roger Cain wrote:

->Don't know much about the Sportster but any other Hayes modem would
->need ATW2 to report the DCE speed at CONNECT.

Right. However, when I run CoNnect and issue an ATW(0,1,2) command, it
says error... ;-(

Its working too, I can issue the AT command and it comes back "OK". I
have the standard AT&F1 set as my default configuration...so I dunno.

Thanks anyways, though...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3213. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37457e54b301ef60@holleman.demon.nl>
Source record: 78350

on Fri 21-05-1999 15:25 DarkChyld wrote:

>On 21 May 1999 06:24:38 , Louis wrote:
>
>->Yo Ron, ATB/B0 selects CCITT 300 or CCITT 1200 protocol once the command
>->line prefix AT has been entered at the 300 bps or 1200bps data rate;
>->
>->ATB1 selects BELL300 or BELL212A protocol once the command line prefix AT
>->has been entered (usually a default setting)
>
> Thanks Louis! Well, it doesn't actually say that in my USR manual. Its says:
>
> Oh...let me amend that...I should have put the & character in front of it...
>
> Sorry! ;-)
>
> AT&B0 = variable, follows connection rate
> AT&B1 = fixed serial port rate
> AT&B2 = fixed in ARQ mode, variable in non-ARQ mode

Ron, wake up pse...

You asked about ATB, so I gave you the meaning of ATB
Had you asked me about AT&B, you'd have received a different answer.
There IS a difference between the two... :-)

>
> Anyways, the ATW(0,1,2) command does not work on my USRobotics sportster. It
> gives an error if I issue it... ;-(
>
> Geez, wonder what does make it work? ;-(

Perhaps you issued AT&W2 ?????? No wonder, there's no register for that...

Try again with ATW2...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3214. Re: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <37458487.A204F26A@boeing.com>
Source record: 78351

Steve Stupple wrote:

> In article <3744629C.6C060506@boeing.com>, Ron Slaminko
> <ronald.slaminko@boeing.com> writes
> >Help!
> >My 520ST is going kaput. Turns on with either a screen full of unstable
> >garbage, some bombs (some of which are distorted and torn), or,
> >occasionally and getting rarer, a normal bootup. I've pretty much
> >eliminated all external components (power supply, mouse, disk drive &
> >monitor) as trouble sources. Any suggestions?
> >
>
> Yes I do, as it happens;P
>
> In What country are you?
> U.S. of A. Seattle area.

> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
> Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3215. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: josdb@xs4all.nl
Message-ID: <3745aac475155b0@xs4all.nl>
Source record: 78352

on Wed 19-05-1999 02:17 Vassilis Papathanassiou wrote:

>Try setting the name in lowercase, eg editor=c:\qed\qed.app, this will
>probably fix your problem. As it says in O.INF "case is significant",
>ie UPPERCASE results in pexec() (no mouse under multitasking ;-),
>lowercase results in shell_write().

They both result in Pexec(). I do not use shel_write() for calling the editor. But you are probably right about the disappearance of the mouse, because Okami uses the extension to determine whether it must call a GEM program or a .TTP program, and sets the cursor etc. accordingly. However, I find this case significance rather inane now, and will change it.

--
Jos den Bekker http://www.xs4all.nl/~josdb
-*-
"A foolish consistency is the hobgoblin of little minds."
- R.W. Emerson

3216. keyboard fix!

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: <>
Message-ID: <3745ad61.0@news.qnet.com>
Source record: 78353

You know that I've been having trouble with the TT's keyboard.
My spacebar just wouldn't work right, and I've been trying all kinds
of ways to fix it. from having an acme anvil hanging over it to ...
you don't want to know! Yesterday I tried one more, I use the slates
from mini-blinds to make lables for my iris beds, I took two of them,
about 1.5inch long, and placed them between the metal back and the
membrain sheet. as the blinds have a (shape, I placed them with the
bend facing upwards. IT WORKS. I might have to place one under the
left hand shift too, it's working part time.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3217. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927317720-326735AEicMi@post3.tele.dk>
Source record: 78354

>From: chrisc@zetnet.co.uk (Chris Crosskey)
>
>
>Make sure you've got the latest HD-Driver....it is the only thing I'd trust
>with disks that size and IDE.....I use it on my 4.3Gb, but I don't run
>partitions over 500Mb yet.....I'd say avoid the Seagate, they have caused
>problems in the past (basically cos they try to help PC owners out a
>bit./...)...I use IBM drives`, both IDE and SCSI and I like thema
>lot...fast, quiet and reliable....

Then why is it, that I have all kind of problems with my new IBM 4.3 Gb
Travelstar.

At first it worked like a charm, actually right out of the box. I simply copyed
all data from drive C on the old 130 Mb IBM HD over to the new drive, and it
worked.
Then after a week I started getting programs that didn`t work, bad clusters, and
more. Try to run Diamond Edge, and it shows all kind of problems and I ended up
with god knows how many Lostdat files.
That was with AHDI 6.3. and 7 partition at something like 423 Mb.

Then I "borrowed" a HDDRIVER v. 7.1 and at first it was OK.
Good,- I was thinking and ordered a new HDDRIVER v. 7.72. But before it arrived I
was getting the same problems again. Loosing every program installed on the
drive, 1.5 Gb of data. Bad luck, I guess?

Then I start all over with the new HDDRIVER v. 7.72, new partitions and the lot.

Now I can`t get it to work with NVDI, every time I boot from the HD, it will
erase my ASSIGN.SYS file in the root. If I set it to read only, it rapport a
error when starting up. As of now this huge drive only countain what it needs to
boot,- MagiC v. 6.0 , some internet apps and a few other things.
And I did the same as on the first try, copying everything on drive C over from
the old drive.

At the moment I just don`t trust it. What ever it is that makes all this
problems??

Someone suggested a virus, but that was my PC friends, and what do they know
about Atari and virus??

Nah,- it must be something else, and it`s proberly my own mistake, but what am I
doing wrong?

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3218. GFA source for plot program

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: john@JCordes.Phys.Dal.Ca
Message-ID: <7i4cfj$q1s$1@News.Dal.Ca>
Source record: 78355

I have released the GFA (v3.5) source for my freeware plot program
(last version plot174a.prg). The archive is available for anonymous
ftp at jcordes.phys.dal.ca, in the pub/atari directory. Or you can
use a browser pointed to the URL ftp://jcordes.phys.dal.ca/pub/atari.

Here is an extract from the 00index file:

plot174a.zip: This archive contains the compiled binary plot174a.prg, the
GFA V3 source file plot174a.gfa and the ASCII version of the
source plot174a.lst. Also included is the most recent doc
file plot172L.txt, a sample .cfg file and finally a short
notice announcing the release of the source of my plot
program into the Public Domain. Freeware by John Cordes.

Be warned that the .GFA file contains over 9,000 lines
of source code; the complete zip archive is about 243K in size.

The program doesn't run on TOS versions 3.xx or higher, but it does
run well under PC emulators such as Gemulator and STonX. I still use
it occasionally for the built-in numerical utilities, such as numerical
integration, and root finding for both polynomials and transcendental
equations.

Enjoy!

John Cordes

3219. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: hamishm@mdi.ca
Message-ID: <UVi13.3171$Ie1.95108@news14.ispnews.com>
Source record: 78356

On 20 May 1999 14:07:56 , DarkChyld wrote:
>
> Hi. I'm trying to get my USRobotics 33.6 Sportser modem to show a
> "true" connect speed and not the speed between the computer (port)
> and modem. I've got the manual, and looked through it but can't
> seem to find what I need. I did find an ATB(1,0) command which
> looks like it affects the serial/connect speed, but its not it.
>
> Anyone else know? I'm trying to get the "true" speed to showup
> in my ip-up file under MiNT. Right now it shows 38400 when I
> connect at 28800 or 26400...
>
> Thanks! ;-)
>

On my Zoom K56 the command is ATW2, you're trying to get your
modem to report DCE speed instead of DTE speed.

Hamish

3220. Re: MANs (was Re: POPwatch and batch.txt??)

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <3745d26c11f8e0@xs4all.nl>
Source record: 78357

Hello Louis,
about 'Re: MANs (was Re: POPwatch and batch.txt??)' you wrote:

>it all depends whether you want http refs in what color etc, but if you
>want them Bold & Blue just add
>texteffect=1 4 http://[^]+
>to your O.INF, and put it first in the "text effect" section.
>
>I know, those RE's are terrible for a simple soul, but it works :-)
>It's got nothing to do with Unix, I'm afraid...

Yes, yes, yes! You are very right and even the http://[^ in your
message is bold and blue now. Took another look at the regular
expressions paragraph in the okami.hyp but it still beats me.....
Thanks a lot.
Regards, Joost.
--

Joost Bataille email: bataille@xs4all.nl

3221. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <37432ef1.9428547@news.freeserve.net>
Source record: 78358
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Wed, 12 May 1999 17:14:35 GMT, martin.w6@ukonline.co.uk (Martin
Wilson) wrote:

> ICD software does support Flopticals and I think HDdriver
>too. Ideal for someone with PC and ST for sharing
>information.
I never got my Floptical working under HDDriver on my TT though it did
work with ICD Pro (v6.5.5 I think).

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

3222. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: jorgen.nyberg@mailbox.hogia.net
Message-ID: <7i4ir7$c9j$1@cubacola.tninet.se>
Source record: 78359

On 21 May 1999 21:13:56 , Joergen Bak wrote:
>
>Then why is it, that I have all kind of problems with my new IBM 4.3 Gb
>Travelstar.
snip
>
>Nah,- it must be something else, and it`s proberly my own mistake, but what am I
>doing wrong?
>
>cheers
>
>Joergen
>
>Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
>http://home3.inet.tele.dk/prunus/
>
>.
Hi Joergen

Could it be that it is getting warm. I had the same problem on my Milan and it
was the powercord to the fan that somehow got disconnected, but the disk itself
makes so much noise i dont hear the fan (its really quiet). Hope this helps.

Cheers J�rgen

J�rgen Nyberg Milan 48Mb ram, 1033 Mb HD,16x CD, Naes, Mint 1.15, Nvdi 4.11
SAK member 104 Surfing with Cab 2.6 and Newsie 0.94
SAK= Svenska Atari Klubben (Swedish Atari Club)

3223. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: bjr@localink4.com
Message-ID: <7i4jb8cea1@remarQ.com>
Source record: 78360

On 21 May 1999 01:50:48 , Neil Roughley wrote:

>Using HDDriver 7.12 and MagiC 5.11 on a TT, I have to make sure there's a
>Zip disk in the drive when booting, or else I can't access it after one
>is inserted ("illegal drive").
>
>It sounds like this isn't normal behavior -- indeed, a major
>inconvenience -- although it's something I've put up with under the
>assumption it was normal behavior for HDDriver. From your reports with an
>FD-10, a Zip drive should be able to do the same (not require the media
>present during bootup).

Hi guys,
I'd a Syquest IDE SparQ for a while (crummy drive, died after like
50 hours), anyway, it behaved as you say...however, I'm wondering
if you all have tried the media change tos utility? Run that,
then try to access your drive. Worked for me ;)

Brian

3224. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: "Clair D. Shaw" <Clair@shaw1.freeserve.co.uk>
Message-ID: <vMJ6ysARxZR3IwBu@freeserve.co.uk>
Source record: 78361

!!KILL SPAM!! Always change you reply-to address (like I did)

At 18:14:59, Wed, 19 May 1999, Steve Stupple fell in love with someone
from The Atari Software eXchange and threw up 30 lines of this:

>In article <7hulso$5io$1@news8.svr.pol.co.uk>, tennent@mail.com writes
>>I thought the number of bombs did have a defininte meaning I'm sure there
>>was an issue of the ST Format Magazine that told you but maybe I just
>>imagined it! A multiple error sounds most likely though. But I'll try
>>running Championship Cricket on my 1040 STFM to see what happens but I don't
>>have a real copy - I think if I use pcdrive I will be able to copy it over.
>>I know what you mean about the emulators though I don't expect it to be
>>perfect becasue after all its only on a PC!
>>
>
>You are right, the bombs do have a meaning. IIRC multiply the number of
>the bombs on screen by 4 gives you the exception that caused the
>problem.
>
>The only problem is by the sound of it you have had more than one lot of
>bombs, or more than one exception error. This means during execution of
>the error, whether it be address, bus... another exception happened and
>another etc.
>
>For a guess the 20 bombs went from one side of the screen to the other!
>So it's safe to say that if the screen had a larger resolution (more
>dots on the screen) the bombs would have kept on going until the machine
>hangs up.

I thought they went to the next line?

>
>-- Cheers! For Now
> Steve <>< * * *
>Email: steve@atari.org * * *
> Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 181168278 * Nick: MocknBird * * *
>Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

--
Clair D. Shaw (aka. CDS)|Atari/PC Programmer |mailto:Clair@Shaw1.freeserve.co.uk
---
mailto:SeedieS@yahoo.com|http://surf.to/shaws| New Email address coming soon!

Whatever you want, need, or do, someone will always beat you to it | KILL SPAM!!

3225. [WANTED] cubase epson stylus driver

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: cvillard@club-internet.fr
Message-ID: <7i4o0e$4e2$2@front7.grolier.fr>
Source record: 78362

Unfortunately, the epson drivers p^rovided with cubase audio seems to
do not fit with my new epson stylus 440
So i'm looking for driver for it and/or for esc/p codes of epson to
modify existing ones

I'm really looking for that cause, actually, Ican't print anymore any
score !!

cordialement

3226. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Phil <abecket@prodigy.net>
Message-ID: <7i4q8v$1jv6$1@newssvr03-int.news.prodigy.com>
Source record: 78363
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

> Speaking of "adult games", I remember a few years back, Me and a friend
> downloaded this game .. I have no clue from where I got it, And I didnt
> know what it was when I grabbed it.. but, the graphics were excellent and
> over all the game was very entertaining... now, the thing is, the whole
> game was about, well.. you played the part of a walking penis! Has anyone
> ever played this game?? Though it sounds sick, it was a fun game..

Perhaps it was AstroTits? My friend bought a pile of floppies at a garage sale and went throughthem and this was included...you were a penis at the bottom, and breasts fell from the top of the screen towards you, and you had to kill them by firing sperm at them. Quite funny actually. Oh, and the special defense was...you guessed it...a condom. Oh well. It was funny.

~Phil
"LenoTata Rex"

p.s.-i think the game was sacreligous. Bibles and crosses fell from the sky at a later stage.

3227. FS: Winnipeg Atari ST User Group fundraiser still going! Reduced more!

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: tcordes@escape.ca
Message-ID: <umm13.1919$eU1.163695@typhoon.mbnet.mb.ca>
Source record: 78364

MOUSE PAD "IBM Services" attractive plastic over foam base $ 4

1040STf computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 69
cord

1040STf computer bare, needs repair: slight wobble in picture output and $ 33
internal floppy drive is dead, everything else appears fine; fix or use for
parts; add $5 for a mouse, $1 for manual, $1 for power cord

1040STfm computer bare, add $5 for a mouse, $1 for manual, $1 for power $ 77
cord

520STf computer no floppy disk drive; incl power supply; add $5 for a $ 19
mouse

520STf computer with DS disk external drive, add $5 for a mouse $ 41

520STfm computer dead internal power supply (looks like it melted down); $ 23
probably repairable or certainly usable for parts; this is the model with
internal DSDD floppy drive and TV output

BK GFA Basic Michtron version unknown, 3 ring binder $ 3

BK GFA Basic manual appears to cover v3.0 and 3.5 and compiler 3.0 $ 3

BK INTERMEDIATE and Advanced Atari ST Subjects by Ralph Turner, Turner's $ 3
books are great guides for ST'ers to learn more

BK LIVRE De 1st Word Plus formation, exemples et applications, a book in $ 3
French, 200 pages hardcover, looks at 1st Word processor in depth, mint
condition, comes with disks

BK MANUAL 1040ST original either 86 or 87, good condition $ 4

BK MANUAL PTC1426 for the color TT 14" monitor, bit warped $ 4

BK MANUAL TT/ST RAM Expansion Board Manual - install instructions $ 3

BK MANUAL TT030 manual near mint condition original TT manuals $ 6

BK MANUAL TTM195 for the 19" mono TT monitor, multilanguage $ 4

BK MICHTRON BBS v3.0 $ 1

BK SPACEQUEST 3 Hint book $ 3

BK SPEEDO GDOS full version manual/users guide, beautiful mint condition, $ 3
in English and French

BK THIRD Book of Atari ST Topics by Ralph Turner, the series continues $ 3

CABLE 25PIN Modem/serial/printer cable 25 male to 25 male Dsub approx 5' $ 4

CD-ROM SCSI 1X Chinon CDS-435 was working fine but now just ejects disks $ 10
when inserted, has recent ROM upgrade

FLOPPY 3.5" Atari external floppy drive; flakey - reads ok sometimes but $ 17
most of the time doesn't; perhaps fixable; sold as-is, incl working power
supply and floppy port cable

FLOPPY 3.5" Oceanic America Master-3S external floppy drive, incl floppy $ 35
cable and power supply

FLOPPY Atari external floppy drive $ 26

FLOPPY DISKS quantity 10 DSDD namebrand 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 20 DSDD noname 720k disks pre-used, no guarantee $ 1
but should work fine

FLOPPY DISKS quantity 7 DSHD noname 1.44M disks pre-used, no guarantee $ 1
but should work fine

JAGUAR/STUG T-SHIRTS gorgeous black XLG Fruit-of-the-Loom T-shirts with $ 10
our Atari club's logo on the front and on the back "Jaguar" in huge red
lettering (like on the Jag box) with eerie yellow eyes above it and "64-bit
interactive multimedia system" written below, Brand new never worn leftovers
from a show we attended

JOYSTICK Epyx 500XJ joystick - minorly broken, probably fixable or usable $ 1
for parts

JOYSTICK Epyx hand conformed joystick $ 3

JOYSTICK sold as set: 2 Wico hand-formed joysticks, 1 in perfect $ 3
condition, 1 sticks a little

MAGAZINES great deal! 13 Atari mags, 1 Atari disk all together in one $ 2
super cheap set! email for titles, shipping not included

MEGA STe computer 16Mhz 4MB RAM, 300MB+ internal hard drive, HUGE PRICE $272
REDUCTION - was $425! everything works, Great computer with BIG hard drive

MODEM EXTERNAL 1200 baud Atari classic, AC adapter, great starter modem $ 10
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 1200 baud CapeTronic w/builtin AC adapter & volume $ 10
control, great starter modem for older computers, incl phone cable, serial
cable add $5

MODEM EXTERNAL 1200 baud Packard Bell, AC adapter, great starter modem $ 9
for older computers, incl phone cable, serial cable add $5

MODEM EXTERNAL 2400 baud GVC, AC adapter, great starter modem for older $ 17
computers, incl phone cable, serial cable add $5

MONITOR Master switch between color & mono with a flick of a button! $ 3

MONITOR color Atari SC1224 minor problem: the power button switch won't stay pushed in unless you hold it; fix or replace with a switch from Radio Shack; otherwise works perfect with great picture $ 19

MONITOR color Atari SC1224 working $ 34

MONITOR color Atari various models working $ 34

MONITOR mono Atari various models working $ 30

MOUSE Golden Image optical mouse, no ball, super light, amazing mouse! minorly broken, button sometimes works and sometimes doesn't, and it often doesn't want to move right; comes with special gridded mouse pad $ 2

MOUSE PAD by Moustrak Inc, grey $ 1

MOUSE original Atari mouse guaranteed working $ 12

POWER SUPPLY external for 520 ST's $ 18

PRINTER SUPPORT STAND 2 plastic legs to hold printer above paper, best with larger dot matrix printers, sturdy smokey-clear plastic $ 5

PRINTER SWITCHBOX Pengo 25-pin for modems or printers $ 10

ROLAND D-50 Synthesizer, great condition classic synth, includes MIDI cables $546

SPECTRE GCR the premiere Macintosh emulator - complete and upgraded with ROMS (disk/docs/cable) $ 30

ST/IME internal clock/calendar from Zubair Interfaces Inc, sets your clock automatically every time you boot. Incl box, software and hardware. Suggested retail was $57.95. Brand new. No guarentee on lithium battery (estimated 10 year lifespan) $ 17

SW ADVANCED Art Studio paint program from Rainbird (disk) $ 3

SW AEGIS Animator animation generator and viewer (disk) $ 3

SW ASSEMPRO assembly language compiler (disk/docs) $ 3

SW BALANCE Of Power strategy game; manual needed (disk) $ 3

SW BATMAN game based on 1st movie by Ocean - fun! (disk/docs/box/sticker) $ 6

SW BENTLEY BEAR Magical Math II, educational, published by Atari (disk) $ 3

SW CRACK'ED game published by Atari (disk) $ 3

SW CYBER Studio Set - hundreds of dollars of great CAD/paint/render software! cyber paint v2.1, cyber mate v1.1, stereo cad-3d v2.02, cad-3d, plotter & drivers, human design disk, cartoon design disk, cyber control (disk) $ 20

SW DAC Easy Accounting software 2disk (disk) $ 3

SW DEGAS Elite - brand new! original disk envelope is unopened! $ 9
(disk/docs)

SW DIAMOND BACK 2 great backup program to most any media (disk) $ 3

SW DR.T's Roland D-50 Editor/Librarian, synth also available see below $ 26
(disk/docs)

SW DUNGEON MASTER includes Secrets of Dungeon Mastery book, considered by $ 3
some to be the best ST RPG game ever! (disk/docs)

SW EKG Teaching By mad scientist software educational, EKG parts/ rhythms $ 3
and pathology recognition (disk)

SW EZCALC good spreadsheet (disk/docs) $ 3

SW FLEETSTREET PUBLISHER v1.0 3 disk set, top notch DTP program (disk) $ 3

SW FSM GDOS 5 disks (disk) $ 3

SW GDOS original Atari version 2 disks (disk) $ 3

SW GRAMSLAM grammar and style checker, checks for 1200 errors, can run as $ 3
an ACC or PRG, works with all word processors (disk/docs)

SW IMAGE CAT complete graphics cataloging system for all Atari ST $ 3
computers (disk/docs)

SW INTERLINK ST packaging/box only (no disk, no docs), beautfiul black $ 2
plastic videotape style box with the company logo all over; slides into a
white Interlink box

SW LEISURE SUIT LARRY 2(?) Looking for Love, classic sleazy fun $ 3
w/pixelated nudity by Sierra (disk/docs/box)

SW LEMMINGS Oh No! More Lemmings - great puzzle game by Psygnosis (disk) $ 5

SW LEXICOR Chronos keyframe animator tt030 v1.3 amazing animator for TT $ 15
(disk)

SW LEXICOR Chronos keyframe animator v1.3 3disks amazing animator (disk) $ 15

SW LEXICOR Prism Paint v1.5b 4disks, top notch paint program (disk) $ 11

SW LEXICOR Prism render TT030 v1.03 top notch rendering program (disk) $ 12

SW LEXICOR all 4 Lexicor software packages together, great deal! (disk) $ 26

SW LIVRE Du Graphisme (disk) $ 3

SW M1 TANK PLATOON still the best tank sim out there, all original $ 8
manuals (heavy Microprose kind:) and box included, includes PC/DOS version too
(will run on 286&up!) (1 DOS floppy is corrupted, but I'll include a working
backup) (disk/docs)

SW MACRO Mouse by Antic, record mouse actions (disk) $ 3

SW MARBLE MADNESS from the arcade version, great fun! (disk/docs) $ 3

SW MEGATRAVELLER missing disk A it seems, disk B only (disk/docs) $ 1

SW MIGRAPH drawing utilities set includes TouchUp, MergeIt and Scan&Save, $ 6
manual for Mergeit only (disk)

SW NEODESK2 v2.0 the famous desktop replacement, might be upgradable $ 3
(disk)

SW NIGHTSHIFT 2 disks game by lucasfilm, so you know it's good! may need $ 1
a manual for copy protection (disk)

SW OMEGA strategy game by Origi (disk) $ 1

SW OSS Personal Pascal v1.02 (disk/docs) $ 3

SW OSS Personal Pascal v2 (disk/docs) $ 8

SW PIPE DREAM game by lucasfilm, so you know it's good! may need a manual $ 1
for copy protection (disk)

SW QUICKST v3 screen accelerator for ST/STe/TT (disk/docs) $ 3

SW RED STORM RISING submarine simulation 2disks one of the best realtime $ 3
strategy sim games for the Atari! amazing sim of realtime submarine combat
(disk)

SW SIMCITY the city simulator, great game! (disk) $ 3

SW SIMCITY very addictive simulation game, may need manual for copy $ 1
protection (disk)

SW SPEEDO starter kit, incl SpeedoGDOS and 20 bitstream Speedo outline $ 8
fonts & 5 disks of fonts from Toad computers; 9 disks in all! (disk/docs)

SW STALKER 2 older version probably upgradable (disk/docs) $ 3

SW STALKER3 v3 best telecomm modem software (disk/docs/box) $ 19

SW STENO 1 older version probably upgradable (disk/docs) $ 3

SW STENO2 v2 best text editor works great with STalker (disk/docs) $ 10

SW SWIFTCALC ST by Timeworks great spreadsheet with graphing 2disks $ 7
(disk)

SW TEST DRIVE 2 the duel, European challenge addon, the supercars addon, $ 3
great car racing game with 2 bonus packs of cars! 4 disks (disk)

SW TEST DRIVE by accolade (disk/docs) $ 5

SW UIS Universal item selector v1.0 the best file selector replacement $ 1
(disk)

SW UMS Universal Military Sim, looks great especially in mono $ 3
(disk/docs/box)

SW UVK Ultimate Virus Killer (disk) $ 10

SW WARP9 speed up the graphics on all TOS machines lots! (disk/docs) $ 13

SW WORD For Word crossword puzzle creator (disk/docs) $ 3

SW WORDFLAIR v 1.1 the integrated document processor (disk/docs) $ 11

SW WORDWRITER ST a fast easy to use word processing system from Timeworks $ 3
that can interface with their Spreadsheet & DB (disk/docs/box)

SW WORDWRITER ST by Timeworks great graphical wordprocessor (disk) $ 3

SW WORLD GAMES by Epyx challenge yourself or a friend in different $ 3
events! (disk/docs)

SW Z-RAM Diagnostics v1.1 for use with Z-Ram RAM upgrades (disk) $ 1

SYQUEST 44MB removeable hard drive w/1 cartridge in 2-bay (1 bay free) $ 71
"shoe box" style external case incl host adapter so you can hook this drive
directly up to any ST without an expensive ICD Link. The case has a DMA thru
connector so you can still hookup your SLM or another drive. Incl DMA cable
and software. Everything you need to get going!

SYQUEST CART 44MB each in quantity of 3, no bad secs $ 20

SYQUEST CART 44MB no bad secs $ 30

SYQUEST CART 88MB no bad secs $ 34

SYQUEST CART 88MB quantity of 5, no bad secs except 1 cart $117

GOLF VIDEO VHS Improve Your Golf Game w/Richard Zokol, new shrinkwrapped $ 1

DAISYWHEEL PRINTER DaisyWriter 1500/2000 wide carriage, includes good $ 19
ribbon, has weird interface connector, seems to work but sold as-is

FLOPPY DRIVE 5.25" probably dead $ 1

FLOPPY DRIVE 5.25" tested, working $ 3

SCSI HDD Quantum Trailblazer TR84S011 840MB SCSI-2 drive, no bad sectors $ 55

SIMMS 1MB 30pin, quantity 4 sold together $ 6

ATARI JAGUAR game Checkered Flag (racing) incl FREE shipping $ 12

ATARI JAGUAR game Fight for Life (3D fighting) incl FREE shipping $ 12

ATARI JAGUAR game Iron Soldier (3D robot 1st person shootemup) incl FREE $ 13
shipping

ATARI JAGUAR video game console system mint condition, less than 1 year $ 54
old, lightly used, incl original boxes/manuals, A/C adapter, TV conv, 1
controller, with all 3 games

--
E-Mail: tcordes@escape.ca

All prices in US$. Prices do not include shipping unless otherwise stated. Will ship anywhere in the world. Terms are usually payment up front. Items are always shipped within 24 hours of receipt of payment except for checks. Hundreds of trade references are available upon request. I've been buying and selling on the net since 1992!

Check out my other forsale lists at http://www.escape.ca/~tcordes/forsale.html

3228. Pacifist more questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: tony wycihowski <tonywy@flash.net>
Message-ID: <3745F320.2B6DFA4@flash.net>
Source record: 78365

Thanks for the information

Now how does the stander Atari structe is system folders... etc and how
do you setup for font that kind of stuff. Screen savers.

I trying to build a system

Tony

3229. FA: 1040STf, 2 Monitors, Tons of Software!

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Vaz <vaserius@communities.com>
Message-ID: <374615CD.FADCDE71@communities.com>
Source record: 78366

Atari 1040ST with color and B&W HiRez monitor
- Logitech mice and TrackMan,
- Tweety Board
- Keyboard Upgrade
- Tons of software w/original boxes & manuals
- Much More!

For pictures and descriptions, check out the auction at:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=107314994

No reserve and starting bid of $1.00!

- Vaz

3230. FA: The eSte Clock by Bigfoot Systems ($1.25)

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-2105992250470001@47.221.35.62>
Source record: 78367

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=105680858

This real-time clock plugs into an external slot. Looks great, but is
untested. Was included with a working 1040 ST. No software or docs.

--
Gordon Eastman eastman@nortelnetworks.com
Nortel Networks (613) 763-2464

3231. Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: cms <cms@macisp.net>
Message-ID: <7i58ci$i8q$1@opal.xtalwind.net>
Source record: 78368

I need to replace a 1040 Atrai, which one:
I seen 1040 ST, 1040 STF, 1040 FM ?

What are the difference between these..?
is there atrai source for info on these older machines...

pls.. email Rick@macisp.net

Many Thanks..

3232. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <3745f5c663ddc0@HORMEL.bc.sympatico.ca>
Source record: 78369

on 21-05-99 Brian Roland wrote:

>Hi guys,
> I'd a Syquest IDE SparQ for a while (crummy drive, died after like
> 50 hours), anyway, it behaved as you say...however, I'm wondering
> if you all have tried the media change tos utility? Run that,
> then try to access your drive. Worked for me ;)

That's not it, Brian. I poked around and figured out why the Zip drive wasn't accessible if there was no disk inserted during bootup:

By changing the 'Maximum Sector Size' from 512 to 2048 in the 'Removable Media' dialog, I was able to use the drive even if no disk was inserted during bootup. From the start I always used the TOS/DOS partitioning scheme, but didn't update the maximum sector size for removable media (its default is 512).

Could this be related to your problem, David? Do a 'Get Information' on your FD-10 to see how many bytes/sector the disk uses, then match that size in the removable media dialog.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3233. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905212033.a43850@su2.maus.de>
Source record: 78370

Hallo Steve,

SS>Why does HD Driver have problems detecting devices, I still have a CD
SS>multi-changer that is invisible to it, and ICD's software doesn't?
I'm afraid something on your chain is incorrect. Here HDDRIVER has
been doing its job for a couple of years, and I didn't get any reason
to complain about.

ps

3234. Informations about MadMax (Jochen Hippel) wanted

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Gerald M&#65533;ller-Bruhnke <gmb@wtal.de>
Message-ID: <7i2f0l$eif@news.kdt.de>
Source record: 78431

Hi,

does anybody know where to find any information about Mad Max
(Jochen Hippel) from TEX / Thalion, who made really nice music
for Atari ST games / demos ?

If you know a homepage or Fan-Site, please e-mail me at: gmb@wtal.de

Thanks

Gerald

3235. FS:Atari ST Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: rehlers@newsguy.com
Message-ID: <3744ce56.16413813@news.innova.net>
Source record: 78432

I got the following stuff that I need to get rid off...

Qty.1 1040 ST
Qty.2 SF314 drives
Qty.4 520 ST (2 in box)
Qty.4 SF354 (2 in box)
Qty.1 SM124 Mono monitor
Qty.1 SC1224 Color monitor

Stack of misc. software (retail boxes)

The 1040ST and SF314 drive and color monitor worked when I plugged them up about a year ago, the status of the rest of the stuff is unknown to me. I just want to get rid of this stuff, so make me an offer...

Rob Ehlers
South Carolina
rehlers@newsguy.com
864-653-4097 home
864-653-4638 x214 work

3236. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i2joe$6hf$1@news.campuscwix.net>
Source record: 78433

```
On 20 May 1999 21:02:03 , David Bolt wrote:
x
->The command you want is ATW(0,1,2) where ATW0 displays the serial port
->speed, ATW1 displays the line speed, error correction protocol and
->serial port speed, and ATW2 displays the line speed.
->
->
->--
->David Bolt
```

Thanks David, I appreciate it! (Hmm, so what was that ATBx command for?) ;-)

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3237. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i2jrj$6hf$2@news.campuscwix.net>
Source record: 78434

On 20 May 1999 21:01:54 , Vassilis Papathanassiou wrote:

->Unfortunately I don't know for your modem but one that works with
->several modems (Zoom, Supra etc) is ATW2. It reports DCE (modem
->to modem) speed only. I hope it works for yours also.
->
->Regards Vassilis

Hi. Well, that pretty well seems to be the popular answer so far.
I'll try it out and see. Thanks very much for the reply! ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3238. Need Help find ing software to Run under PACIFIST

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: tony wycihowski <tonywy@flash.net>
Message-ID: <3744D7D9.F234EBDF@flash.net>
Source record: 78435

Hello,

I trying to look for a word processor or/and text editor for Pacifist
and also any other productive programs. I need them in a Zip format
unless you guy know how I can get a better decompressor.

Tony

3239. hard disk driver boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Alois Huber <alois@sz-testsys.de>
Message-ID: <3744EDA4.F081CDCF@sz-testsys.de>
Source record: 78436

how can i tell my Mega ST (TOS 1.04 and HusHi 6.06 hd-driver) to wait at
boot time until the megafile has spin up?
thanks in advance.

3240. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: josk@my-dejanews.com
Message-ID: <7i306v$9qa$1@nnrp1.deja.com>
Source record: 78437

In article <7i1q50$8c94@news.ajou.ac.kr>,
phantomm@kih.net (Phantomm) wrote:

> Are these 2.5 NoteBook IDE or 3.5 IDE?

3.5"

> From what I have seen the 3.5 IDE's tend to be cheaper than the
> 2.5 IDE's.

They're a *lot* cheaper, and much easier to find too.

> But if you have a Falcon in a stock case you can squeeze Two 2.5
> IDE drives in it, if ya fiddle around a bit.

Well, my Falcon is far from standard ;-)
(http://atari.nvg.org/joevens_hardware.html)

> However other OS's may support more than 14 drive partitions,

Not only that, they support much larger partitions as well. Both MiNT
and MagiC supports FAT32, MiNT supports MinixFS and ext2fs as well.

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3241. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3744f13aac1e57e0@holleman.demon.nl>
Source record: 78438

on Fri 21-05-1999 03:26 DarkChyld wrote:

>On 20 May 1999 21:02:03 , David Bolt wrote:
>x
>->The command you want is ATW(0,1,2) where ATW0 displays the serial port
>->speed, ATW1 displays the line speed, error correction protocol and
>->serial port speed, and ATW2 displays the line speed.
>->
>->
>->--
>->David Bolt
>
> Thanks David, I appreciate it! (Hmm, so what was that ATBx command
> for?) ;-)

Yoo Ron, ATB/B0 selects CCITT 300 or CCITT 1200 protocol once the command line prefix AT has been entered at the 300 bps or 1200bps data rate;

ATB1 selects BELL300 or BELL212A protocol once the command line prefix AT has been entered (usually a default setting)

HTH

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3242. Re: Need Help find ing software to Run under PACIFIST

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <37450978.FE9A4813@directprovider.REMOVETHECAPITALS.net>
Source record: 78439

tony wycihowski a ï¿½crit :
>
> Hello,
>
> I trying to look for a word processor or/and text editor for Pacifist
> and also any other productive programs. I need them in a Zip format
> unless you guy know how I can get a better decompressor.

Check out the Quick FAQ, and pay a visit to the Atari FTP sites.

For a freeware word processor, you can try Marcel, which also
reads/writes RTF. It also doubles as a text editor, but Qed might be a
better choice for that use.

Get lharc.ttp for lzh files, zoo.ttp for zoo files and arc.ttp for arc
files. There are also DOS versions of all of these decompressors. Check
out WinZip's help files about using external programs.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3243. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <37450d86$0$10477@news.zetnet.co.uk>
Source record: 78440

```
On 20 May 1999 14:07:56 , DarkChyld wrote:
>
> Hi. I'm trying to get my USRobotics 33.6 Sportser modem to show a
> "true" connect speed and not the speed between the computer (port)
> and modem. I've got the manual, and looked through it but can't
> seem to find what I need. I did find an ATB(1,0) command which
> looks like it affects the serial/connect speed, but its not it.
>
> Anyone else know? I'm trying to get the "true" speed to showup
> in my ip-up file under MiNT. Right now it shows 38400 when I
> connect at 28800 or 26400...

Don't know much about the Sportster but any other Hayes modem would
need ATW2 to report the DCE speed at CONNECT.

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

3244. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <3744adeea473b0@HORMEL.bc.sympatico.ca>
Source record: 78441

on 20-05-99 David Leaver wrote:

>There is one other oddity. On the ASCI/DMA port of the TT I have a
>SupraDrive FD-10. This is a venerable device that uses 10mb 5.25"
>floppies in an Hitachi SCSI drive via a built-in Supra adaptor. With
>TOS and any version of HD Driver, I do not need to insert a floppy at
>booting, nor do I need to with Magic and v 7.00, but if I boot to
>Magic with v 7.61 or v 7.71 I have to insert a disk before booting if
>I wish to use the FD-10. If I do not Magic will report "illegal drive"
>when I try to open a disk.

Using HDDriver 7.12 and MagiC 5.11 on a TT, I have to make sure there's a Zip disk in the drive when booting, or else I can't access it after one is inserted ("illegal drive").

It sounds like this isn't normal behavior -- indeed, a major inconvenience -- although it's something I've put up with under the assumption it was normal behavior for HDDriver. From your reports with an FD-10, a Zip drive should be able to do the same (not require the media present during bootup).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3245. Buy, Sell or Exchange

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7i3b8tbkk4@plutonium.btinternet.com>
Source record: 78442

Buy, sell or exchange at the Trade In Post.

--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
UK
http://www.tradeinpost.com

3246. Re: Debian/Atari TT problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: Kylo <grabek@hermes.umcs.lublin.pl>
Message-ID: <37455314.3043@hermes.umcs.lublin.pl>
Source record: 78443

Kerstin Hoef-Emden wrote:
>
> Hi Kylo,
>
> Kylo <grabek@hermes.umcs.lublin.pl> wrote:
>
> > Did anyone install Debian on Atari TT? I have problems with it.
>
> This is really a very detailed description. What kind of problems?
>

Oopps! :-) I wanted to check first if anyone had done it (I know, it's a ridiculous question, but noone answered me on PL.comp.os.linux).

> If you want to install the latest Debian version (2.1): There is a bug in
> the install program. It doesnï¿½t recognise partitions of a harddisk as valid,
> if the first partition on the drive is bigger than half of the harddiskï¿½s
> volume. You can avoid that in putting a small partition e.g. swap in first
> place.

Maybe that could be the point. I prepared three partitions on a spare 105M disk: 10M TOS partition for Debian installation pack, 75M linux partition + 20M swap. Swap was initialized correctly, but the instal program wasn't able to initialize linux partition generating error messages (crashing at stack errors (?)). So maybe now I have the solution. I'll check everything and cry for help if there're any problems again.

Thanx for the reply

Stay cool,

Chris

3247. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-21 00:00:00 UTC
From: LONNIEMCCLURE@prodigy.net
Message-ID: <MPG.11af1ae54bcbc1909896ed@news.prodigy.net>
Source record: 78444
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

In article <starsaber-200599203335001@29.st-louis-101-102rs.mo.dial-access.att.net>, dated Thu, 20 May 1999 20:33:32 -0500 jt august stated:

> Since we're calling up naughty computer memories, my first adult software
> was for the Apple][+ on a monochrome (green in this case) monitor.

Another I remember was "Stroker 64" on the Commodore 64. I will not go into details as to what the object of the game was, but it was interesting to note that the girlfriend of my roommate at that time did better at it than either of those guys. He later ended up marrying her. I wonder if her performance in the game had anything to do with it. >;)

==========
lonniemcclure@prodigy.net

3248. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <37469a7ec0e1e030@holleman.demon.nl>
Source record: 78295

on Sat 22-05-1999 12:51 Pal Monstad wrote:

>ROM Logicware, the makers of Papyrus have promised an English version along
>time now. Let us hope they will very soon. Visit their homepage
>www.rom-logicware.com
>
>By the way: The latest version is 7.5

Yep, I'm waiting for that one too... especially for the Word format import filter. I've got 7.09 demo, really great, too bad it's all in German :-(

Next problem might be: where da hell in Holland will I get the english version????

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3249. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927381294-444931AEicMi@post3.tele.dk>
Source record: 78296

>From: jorgen.nyberg@mailbox.hogia.net (Jï¿½rgen Nyberg)
>Date: 21 May 1999 21:22:47 GMT
>
>Hi Joergen
>
>Could it be that it is getting warm. I had the same problem on my Milan and it
>was the powercord to the fan that somehow got disconnected, but the disk itself
>makes so much noise i dont hear the fan (its really quiet). Hope this helps.
>
>Cheers Jï¿½rgen

Hi,- no I don`t think it is that, the drive is not getting warm. At the moment it is in a bracket on top of the diskdrive, without the top of the computer in place.
I can touch it, it is cool.
But I am still getting some weird problems with some of my programs, that is, when running MagiC. And that is something that bugs me, I never have this kind of trouble on the smaller drive (the 130 Mb IBM).

It is either MagiC or HDDRIVER that is making this happen, as it is only with this big drive, and only when running MagiC, not in single TOS.
cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3250. Newsie: what is the Author line?

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3746af69$0$10474@news.zetnet.co.uk>
Source record: 78297

Hi all!

Whilst preparing to post a question on StiNG (see next message!) I was
suddenly reminded of something I've always wondered about.

It's the Author line between the newsgroup line and the subject line of
the Post/Followup News box in Newsie. This doesn't come up when you email.

What exactly should I put in here (I've never used it)?

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

3251. STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3746af6c$0$10474@news.zetnet.co.uk>
Source record: 78298

Hi all!

I've recently upgraded to v1.20 of STiNG, and its all been working fine, until today, when I noticed "DNS cache load failure" coming up in the auto sequence. This has not been happening before now.

I've recently added Extendos to my Auto folder, as I now have a CD-Rom drive, but I made sure that STiNG is still at the end of the sequence.

What is the DNS cache? What does it do? I still seem to be able to use the Net; email, web and FTP seems unaffected.

Should I reinstall STiNG (or just the DNS part)?

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

3252. My Links Page UPDATED

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3746af6f$0$10474@news.zetnet.co.uk>
Source record: 78299

Hi all!

I thought I'd let you all know that I've updated my Links page. Now you can search the Pathfinder Atari search engine from my page, and I've also added the Atari Web Ring banner too.

Addresses are:

Atari Page: http://www.users.zetnet.co.uk/jfhaslam/atari.htm

Links Page: http://www.users.zetnet.co.uk/jfhaslam/links.htm

Cheers!

James

```
+---------------------------------------+------------------------------+
| James F. Haslam Now on ICQ! 37135025 | |
| | Atari Falcon 030 14Mb MagiC 6 |
| Email: jfhaslam@zetnet.co.uk | |
| | Cheshunt Computer Club member |
| Website: | |
| http://www.users.zetnet.co.uk/jfhaslam/ | Yes, Ataris CAN surf the Web! |
| | |
+---------------------------------------+------------------------------+
```

3253. WTB: Jaguar

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990522092154.16499.00003467@ng43.aol.com>
Source record: 78300

I'm looking for a Jaguar.

3254. WTB: Lynx

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990522092216.16499.00003468@ng43.aol.com>
Source record: 78301

I'm looking for a Lynx!

3255. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <3746ae8a$0$10846@news.zetnet.co.uk>
Source record: 78302

On 21 May 1999 23:31:33 , "cms" wrote:
> I need to replace a 1040 Atrai, which one:
> I seen 1040 ST, 1040 STF, 1040 FM ?
>
> What are the difference between these..?

They are all the same - the different letters indicate variations:

ST = Base model
F = Internal floppy disk drive
M = TV Modulator

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3256. Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jlensbo@aol.com
Message-ID: <19990522095600.23852.00002510@ng25.aol.com>
Source record: 78303

Does anyone know of any Atari BBS's that are telnet-able? Does anyone know how to make a BBS reachable thru the internet?

3257. Calamus Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7i6hk2$21p$1@nnrp03.primenet.com>
Source record: 78304

Does anyone know why Drivers for Calamus sometimes dont work proplery
Im wondering if the laserjet 4 drivers will work on any laserjet 4
family. I need legal and 4 color sep at 600 dpi? if anyone uses laserjet
4 printers and calamus or pagestresm 2.2se let me know please.
gene

3258. HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927382497@acpu.com>
Source record: 78305

leaver@dynamite.com.au (David Leaver) spake thusly:

L > I discover that MAGX.INF has disappeared. The partition has
L > been corrupted by something to the extent that where that file
L > was, is now a missing sector.

I don't know whether this will help, but hard drive sectors have
been known to go only _slightly_ bad, giving this sort of effect.
That is, a file works some of the time, and not others.

NB: I am not at all sure that this is a media problem - it might be
a single head (out of how many?) going bad. I have a drive that I am
all but certain that this happened to.

Diamond Edge has several routines to check for bad sectors, some of
them quite strenuous, which would tell you for sure whether
something is up (be sure to back it up first!)

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... It's not money I want, it's the toys.
___ Mountain Reader II - #00000077

3259. Malfunctioning 520ST-Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927382498@acpu.com>
Source record: 78306

: Ron Slaminko <ronald.slaminko@boeing.com>

R > My 520ST is going kaput. Turns on with either a screen full
R > of unstable garbage, some bombs (some of which are distorted
R > and torn), or, occasionally and getting rarer, a normal
R > bootup. I've pretty much eliminated all external components
R > (power supply, mouse, disk drive & monitor) as trouble
R > sources. Any suggestions?

Verily, it sounds like your chips are creeping out of their sockets.
Re-seat them. (Or give it the 4" drop test).

Nick - this has got to be in the faq!

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Multitasking: Start download; grab a beer; watch some football.
___ Mountain Reader II - #00000077

3260. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: tesla1@zetnet.co.uk
Message-ID: <3746d4bd$0$10480@news.zetnet.co.uk>
Source record: 78307

On 22 May 1999 13:21:48 , James F. Haslam wrote:

Hi James,

>I've recently upgraded to v1.20 of STiNG, and its all been working fine,
>until today, when I noticed "DNS cache load failure" coming up in the auto
>sequence. This has not been happening before now.

Have you been using MICQ?
I found that this currupts the DNS cache file....

>I've recently added Extendos to my Auto folder, as I now have a CD-Rom
>drive, but I made sure that STiNG is still at the end of the sequence.
>
>What is the DNS cache? What does it do? I still seem to be able to use the
>Net; email, web and FTP seems unaffected.

Not sure what a DNS cache is...

>Should I reinstall STiNG (or just the DNS part)?

No,I just delete the DNS cache part as when you connect to the
internet again STiNG will create a new one.

Gordy.

E-mail:tesla1@zetnet.co.uk ICQ:37182286
Join the *All New Atari Mailing List*
Check http://www.users.zetnet.co.uk/gordy/ for details
Atari STE,MagiC 6,Oxford,England

3261. FS: Software

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <gXA13.271$hY6.753@news1.online.no>
Source record: 78308

Make me an offer on the following second hand items:

Steinberg Synthworks D10/D20/D110/MT 32
DA Vector
Diamond Edge
Kspread 2

VISA card accepted.

PM data, Norway

3262. Evolution Dino Dudes

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3746e9b2$0$10477@news.zetnet.co.uk>
Source record: 78309

Hi all!

I'm playing the above game on my Atari Falcon (I do know that it's available for the Jaguar, maybe on the Lynx??).

However, I can't work out how to get past level 10 (that's the one after the dinosaur level, where you have to sacrifice one dude to get to the last spear) coded "OLYMPIAN GODS".

There's a dude on the left hand side of the screen that I reckon I need to get enough dudes in a tower to reach the top. However, even if I get the spear to him to enable him to jump, he can't jump high enough to reach the next platform.

Anyone know the solution? Or failing that, does anyone have a list of level codes?

Cheers!

James

+--+--------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+--------------------------------+

3263. Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Sin <sin@uswest.net>
Message-ID: <XQB13.914$eC3.95995@news.uswest.net>
Source record: 78310
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Falcon 030 with 14mb RAM, math-co, and internal IDE HD mounting
hardware (inside machine) [No IDE drive included]

Also includes:

DESKTOPPER with EXTERNAL KEYBOARD

Toshiba 12x SCSI (internal) CD-ROM
1.05 gig Quantum (internal) Hard Drive
14" SVGA Viewsonic (swivel base) monitor
Supra 28.8 FAX Modem (upgraded to 33.6)
Amplified speakers
10 Atari specific CD's
1,000+ disks w/ locking disk boxes

Misc hardware:
Everything I have left. Like blitz cables, link II, Discovery
cartridge, IDE controller from poland, extra mice, joysticks, etc...)

And everything else atari I have laying around....

Asking price: Make me offers! Highest one gets it, providing it's close
to what I'd like :)

This is ALOT of stuff. It would be best to come and get it, if possible.
Depending on where your at, maybe we could meet half-way or something.

Dan Brown

P.S.

REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

3264. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <lHhfOGA9suR3EwJZ@steverosie.demon.co.uk>
Source record: 78311

In article <199905212033.a43850@su2.maus.de>, Peter Schneider
<Peter_Schneider@su2.maus.de> writes
>I'm afraid something on your chain is incorrect. Here HDDRIVER has
>been doing its job for a couple of years, and I didn't get any reason
>to complain about.

So by rights if I have just the drive, enabling the device to supple
power, and a Link II everything should work!

Under ICD it does, under HDDriver it doesn't.

I have also noticed a few other users experiencing the same problem,
it's nice not being alone;p

I am beginning to sound like a parrot!

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3265. Re: Malfunctioning 520ST-Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <lnif2KAzvuR3EwrG@steverosie.demon.co.uk>
Source record: 78312

In article <927382498@acpu.com>, Tom Derrick <tom.derrick@acpu.com>
writes
>
>
>Verily, it sounds like your chips are creeping out of their sockets.
>Re-seat them. (Or give it the 4" drop test).
>
>Nick - this has got to be in the faq!
>

The 3, 4, 5... inch drop fix isn't that good for the computer, and so
should be used as a last result! or am I wrong?

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3266. Re: Atari Falcon required urgently

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3746EB40.63FA@geocities.com>
Source record: 78313

I do believe there is a Atari Falcon.. in the box... 4 meg, 86 meg hard drive, on the e-bay for a few more hours, for roughly $299.00.

www.ebay.com search for "Atari falcon"

Good luck,

Doctor Clu
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3267. Okami texteffects (was Re: MANs)

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <37470796187ca00@tripnet.se>
Source record: 78314

On Thu 20-05-1999 21:05 (GMT) Louis wrote:

>
>it all depends whether you want http refs in what color etc, but if you
>want them Bold & Blue just add
>texteffect=1 4 http://[^]+
>to your O.INF, and put it first in the "text effect" section.
>

Here is one for e-mail addresses:
texteffect=8 2 [^ ,<]+@[^ ,>]+

Unfortunately it slows down the display quite a lot. Anyone with a
better solution?

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3268. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <3746EC9D.5406@geocities.com>
Source record: 78315
Cross-posted to: comp.sys.atari.st,john@mevatele.freeserve.co.uk

How wonderful that there is an interest in getting Atari computers
where they can be telnetted.

DarkChyld of Dark Forces might be able to shed some darkness.. I mean
light, on this subject since he as been considering it. I believed it
involved him getting a TT with ethernet card... but I'll let him talk
about it.

As it stands, the best example of Atari on the telnet is a BBS called
"Closer ot Home" which is actually an Atari 8-bit (emulated on PC) using
a new version of ExpressPro Gold that some programming working with
Video61 in Minnesota have been working on. This particular BBS went
online (telnet) in February of this year!

telnet://cth.tzo.com

Enjoy, and if you know of more telnetable ones... *I* want to know!

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3269. Next White Rose Atari Group Meeting

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7i6us2$7m5$1@news6.svr.pol.co.uk>
Source record: 78316

The next meeting of the White Rose Atari Group will be held at

4 Langdale Street
Elland
Nr Halifax

On the 20th of June 1999

Anyone wanting directions or other information about the group can,

Telephone myself on 01274 412192

Or write to.....

W.R.A.G.
3 Scholemoor Lane
Lideget Green
BD7 2RN

Or

Telephone Adrian on 01484 721694.....

Leave a message on the answer machine if out, or you can write to......

W.R.A.G.
c/o Adrian Haigh
1 Vale Street
Brighouse
HD6 1TR

Or by Netmail on,

FidoNet 2:250/303.0 2:250/303.1
Nest 90:107/206.0 90:107/207.0
Fan 95:110/202.0 95:110/203.0

Or By Email

wrag@thedruid.demon.co.uk
stephen@wrag.freeserve.co.uk
WRAG@blackflag.zetnet.co.uk

Bfn Steve

Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk

FanFiles 95:110/202.0

3270. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746ff77$0$10475@news.zetnet.co.uk>
Source record: 78317

```
On 21 May 1999 15:28:09 , DarkChyld wrote:
>On 21 May 1999 07:38:46 , Roger Cain wrote:
>
>->Don't know much about the Sportster but any other Hayes modem would
>->need ATW2 to report the DCE speed at CONNECT.
>
> Right. However, when I run CoNnect and issue an ATW(0,1,2) command, it
> says error... ;-(
>
> Its working too, I can issue the AT command and it comes back "OK". I
> have the standard AT&F1 set as my default configuration...so I dunno.

Wierd! Perhaps you could manually do the ATW2 and then save this
configuration so that it was picked up 'pre-set' by the comms. progs.
which use it.

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

3271. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746ff7b$0$10475@news.zetnet.co.uk>
Source record: 78318

On 21 May 1999 21:13:56 , Joergen Bak wrote:

>At the moment I just don`t trust it. What ever it is that makes all this
>problems??
>
>Someone suggested a virus, but that was my PC friends, and what do they know
>about Atari and virus??
>
>Nah,- it must be something else, and it`s proberly my own mistake, but what am I
>doing wrong?

These sort of random read/write problems are usually electrical in
origin.

Is your termination OK?
Do you trust the bus cable?

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3272. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746ff7e$0$10475@news.zetnet.co.uk>
Source record: 78319

```
On 21 May 1999 23:31:33 , "cms" wrote:
>I need to replace a 1040 Atrai, which one:
>I seen 1040 ST, 1040 STF, 1040 FM ?
>
>What are the difference between these..?

F - built-in floppy
M - built-in TV modulator

---------------------------------------------------------------
Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4
---------------------------------------------------------------
```

3273. Re: Calamus Drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <374712044bfef11@ping.be>
Source record: 78320

on Sat 22-05-1999 15:14 broncos@primenet.com wrote:

>Does anyone know why Drivers for Calamus sometimes dont work proplery
>Im wondering if the laserjet 4 drivers will work on any laserjet 4
>family. I need legal and 4 color sep at 600 dpi? if anyone uses laserjet
>4 printers and calamus or pagestresm 2.2se let me know please.

Yep, I use a HP laserjet 4 plus printer with Calamus SL98. However I don't
use the driver as found in the package. I still use an old one,
hplaser4.cdt (2551 bytes, 27.10.92). IMHO it's better one.
I don't have experience with color separation so I can't tell you if this
work or not, but I don't see any reason why it shouldn't.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3274. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990522153821.02265.00000544@ng-cb1.aol.com>
Source record: 78321

hi,
where any of these games ever released
for the St?

3275. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <37470a14$0$10481@news.zetnet.co.uk>
Source record: 78322

On 22 May 1999 16:01:01 , Gordy wrote:

Hi Gordy!

>>I've recently upgraded to v1.20 of STiNG, and its all been working fine,
>>until today, when I noticed "DNS cache load failure" coming up in the auto
>>sequence. This has not been happening before now.

>Have you been using MICQ?
>I found that this currupts the DNS cache file....

Yes I have. Anything we can do about it?

>>What is the DNS cache? What does it do? I still seem to be able to use the
>>Net; email, web and FTP seems unaffected.

>Not sure what a DNS cache is...

Maybe someone else could enlighten us!

>>Should I reinstall STiNG (or just the DNS part)?

>No,I just delete the DNS cache part as when you connect to the
>internet again STiNG will create a new one.

Yeah this works ok. I thought that a reboot would create it, but no.

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3276. FPU / Photline 2.30

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: stevegreen@zetnet.co.uk
Message-ID: <37470c1d$0$10482@news.zetnet.co.uk>
Source record: 78323

Hi all, Bob wittered re the FPU and ?Photline 2.30. Delving into my carefully cataloged archives (ok, found an old ST Format review) i note two versions of the prog were released. Only one took advantage of the FPU, could be you're unlucky and have the FPU blind version. :(

By the way, how can you tell the speed of your FPU, is it obvious by external marks? Do you race it against someone else's FPU? Do you train it hard and peak at the right time?

Regards, Steve.

stevegreen@zetnet.co.uk * Dorset, England * Tel 01258817841

3277. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7i73u3$kt8$1@news1.xs4all.nl>
Source record: 78324

On 22 May 1999 12:46:00 , Louis wrote:
>on Sat 22-05-1999 12:51 Pal Monstad wrote:
>
>>ROM Logicware, the makers of Papyrus have promised an English version along
>>time now. Let us hope they will very soon. Visit their homepage
>>www.rom-logicware.com
>>
>>By the way: The latest version is 7.5
>
>
>Yep, I'm waiting for that one too... especially for the Word format import
>filter. I've got 7.09 demo, really great, too bad it's all in German :-(
>
>Next problem might be: where da hell in Holland will I get the english
>version????

At the Neuss Fair in April we talked to Ulli Ramps and
he promised us that the English version has top priority
and that they have put a professional translator on the job.

Us i.e me and a group of Slowak papyrus users that wedre quieuing up
for the Papyrus 7.5 Office version. The latest version, however, is 7.57
that I got by email last week.

Gtx, Rein

P.S.

Beste Louis,

je leest toch ook wel het ACN-krantje??
Marc Drost staat ook op de verzendlijst
van R.O.M. Maar een Engelse versie zit er
bij hun niet in! Ook geen Nederlandse!

3278. aFTP from Atack

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7i74pk$m42$1@news1.xs4all.nl>
Source record: 78325

```
Get yourself the latest version V1.53beta
Just released today 22.05.1999!

Gtx, Rein
```

3279. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <kSE13.460$hY6.1677@news1.online.no>
Source record: 78326

>Next problem might be: where da hell in Holland will I get the english
>version????

I think ACN will sell it. If this is a problem, I guess you can order it
from us. We will sell the English Papyrus as soon as it is released. We
accept VISA card.

P&#65533;l Monstad
PM data, Sauda Norway
The Norwegian Atari dealer

3280. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7i7731$6eh$1@nnrp03.primenet.com>
Source record: 78327

Steve Stupple <Steve@steverosie.demon.co.uk> wrote:

: So by rights if I have just the drive, enabling the device to supple
: power, and a Link II everything should work!

: Under ICD it does, under HDDriver it doesn't.

Funny you should mention it. A few of my problems are due to using a
TOS 1.00 machine, while my TT and its monitor are waiting for parts,
and that tos version does not understand hard drives very well.
With that tos version, and an old unix home drive, HHDriver works with
Link 97, and ICD Pro works with a Link. The converse is untrue.

Do think I found the same with an STE. Both are fine programs, but
somehow they seem to be picky about what version of Link you use. Not a
problem for me, since I have both, but it is a bit of a puzzlement.

Get yourself a link 97, and you can be as puzzled as I am.

Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3281. Re: GenKwast anyone? (Dutch)

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7i77k1$6eh$2@nnrp03.primenet.com>
Source record: 78328

Stichting ST <atarist@xs4all.nl> wrote:
: A harddisk gave up. On it: files in GenKwast format and the program
: from Duch origine 'GenKwast'.

My experience is that is mostly hard drive bearings that quit.
If you turn the drive upside down, it may work long enough to
move files off of it, or may even work for a very long time.

That has worked for me, twice, and it is simple enough to try.

--_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /

3282. Re: FS: ST1040

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: kenkatz@my-dejanews.com
Message-ID: <7i7boc$798$1@nnrp1.deja.com>
Source record: 78329
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

how much for the monochrome monitor?
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3283. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <37473b8e8ae721@club-internet.fr>
Source record: 78330

Hello,

in article <37470a14$0$10481@news.zetnet.co.uk>
James F. Haslam wrote on Sat 22-05-1999 19:48 (GMT):

> On 22 May 1999 16:01:01 , Gordy wrote:
>
>
> Hi Gordy!

> >>What is the DNS cache? What does it do? I still seem to be able to use the
> >>Net; email, web and FTP seems unaffected.
>
> >Not sure what a DNS cache is...
>
> Maybe someone else could enlighten us!

It's used to... cache Domain Names, allowing a quicker response than
asking to the Domain Name Server (with the resolve module).

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
-We're only immmortal for a limited time: Neil Peart, Rush

3284. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37472C3D.795133D1@email.byu.edu>
Source record: 78331

Note: Mispelling Atari as Atrai three times raises some eye brows.

cms wrote:

> I need to replace a 1040 Atrai, which one:
> I seen 1040 ST, 1040 STF, 1040 FM ?
>
> What are the difference between these..?
> is there atrai source for info on these older machines...
>
> pls.. email Rick@macisp.net
>
> Many Thanks..

--
Alan K. Wortham
4079B JKHB
Brigham Young University
Provo, UT 84602
Work:(801)378-6273
Fax: (801)378-5866
akw32@email.byu.edu

3285. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: "Alan K. Wortham" <akw32@email.byu.edu>
Message-ID: <37472CA3.9BDF68F5@email.byu.edu>
Source record: 78332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Where are you?

Sin wrote:

> Falcon 030 with 14mb RAM, math-co, and internal IDE HD mounting
> hardware (inside machine) [No IDE drive included]
>
> Also includes:
>
> DESKTOPPER with EXTERNAL KEYBOARD
>
> Toshiba 12x SCSI (internal) CD-ROM
> 1.05 gig Quantum (internal) Hard Drive
> 14" SVGA Viewsonic (swivel base) monitor
> Supra 28.8 FAX Modem (upgraded to 33.6)
> Amplified speakers
> 10 Atari specific CD's
> 1,000+ disks w/ locking disk boxes
>
> Misc hardware:
> Everything I have left. Like blitz cables, link II, Discovery
> cartridge, IDE controller from poland, extra mice, joysticks, etc...)
>
> And everything else atari I have laying around....
>
> ---
>
> Asking price: Make me offers! Highest one gets it, providing it's close
> to what I'd like :)
>
> This is ALOT of stuff. It would be best to come and get it, if possible.
> Depending on where your at, maybe we could meet half-way or something.
>
> Dan Brown
>
> P.S.
>
> REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

--
Alan K. Wortham
4079B JKHB
Brigham Young University
Provo, UT 84602

Work:(801)378-6273
Fax: (801)378-5866
akw32@email.byu.edu

3286. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: dburns@world.std.com
Message-ID: <FC5nx4.1Ko@world.std.com>
Source record: 78333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

"Sin" <sin@uswest.net> writes:

>Asking price: Make me offers! Highest one gets it, providing it's close
> to what I'd like :)

>This is ALOT of stuff. It would be best to come and get it, if possible.
>Depending on where your at, maybe we could meet half-way or something.

>Dan Brown
>P.S.
>REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...

Hmmm. Sounds great. Let's meet half-way. Is Tuesday good for you?

Dave Burns
Lowell, MA

[with a smile, ok?]

3287. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: webdesign@accrington-web.co.uk
Message-ID: <374f36d6.52170230@news.freeserve.co.uk>
Source record: 78334

Hey! osian@zetnet.co.uk (Chris Simon)
>On 21 May 1999 23:31:33 , "cms" wrote:
>> I need to replace a 1040 Atrai, which one:
>> I seen 1040 ST, 1040 STF, 1040 FM ?
>>
>> What are the difference between these..?
>
>They are all the same - the different letters indicate variations:

Good old fashioned contradiction...They are all the same But! :))

>ST = Base model
>F = Internal floppy disk drive
>M = TV Modulator

Thems differences alright..

--
Tony Greenwood
webdesign@accrington-web.co.uk
PORTFOLIO:www.accrington-web.co.uk

3288. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7i7fm8moa1@black.interact.net.au>
Source record: 78335

On 21 May 1999 23:26:12 , Neil Roughley wrote:

>By changing the 'Maximum Sector Size' from 512 to 2048 in the 'Removable
>Media' dialog, I was able to use the drive even if no disk was inserted
>during bootup. From the start I always used the TOS/DOS partitioning
>scheme, but didn't update the maximum sector size for removable media
>(its default is 512).
>
>Could this be related to your problem, David? Do a 'Get Information' on
>your FD-10 to see how many bytes/sector the disk uses, then match that
>size in the removable media dialog.

Neil,

Sorry, but no I don't think so. I have the maximum size set for the
Syquest i.e. 4096, and the SupraDrive FD-10 uses only 512.

Also, if that were the case, FD-10 would probably fail under TOS too.

Picking up Uwe's response, the FD-10 is obviously odd in some way, but
all functions work absolutely reliably under all combinations of OS
and HD Driver, once it has been recognized. Hitachi did market the
drive on which the FD-10 is based as a SCSI product for PCs, so it
can't be too unusual. I don't think the fault lies in the Supra
adaptor. I can plug the Seagate into the SCSI port on the FD-10,
rather than into the TT's SCSI bus and nothing changes - including the
SCSI level reported by the Seagate.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3289. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Larry Lefebvre <larryl@ctel.net>
Message-ID: <8qK13.1555$a1.458962@harpo.ctel.net>
Source record: 78336
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

Yea, but I found the Hoyle's packages to be veryyyy sssslllllloooooowww!

Larry

Steve Stupple wrote in message ...
>In article <7hs95o$ks4@james.hwcn.org>, Chris Cracknell
><ad329@james.hwcn.org> writes
>>

><snippety, snip - card games>
>
>There is a great package that allows you to choose computer opponents,
>Hoyles book of cards. I can't remember which volume does poker, etc. and
>which one is dedicated to patience card games.
>
>As far as I know they only did 2 packages, vol. 1 & vol. 2! And was
>published by Sierra online, and IIRC allowed use of a midi device for
>the music!
>
>-- The Atari Software eXchange LaST PD
> asx@atari.org * * * lastpd@atari.org
> * * *
> Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
>Dfax: 0870 0521124 * * * Nick: MocknBird
> ** *** **
> Location: Narberth, Pembrokeshire, Wales, UK.

3290. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcollins@gcfn.org
Message-ID: <7i7smh$n2k@acme.freenet.columbus.oh.us>
Source record: 78337

Steve Sweet (steve@sweet3.freeserve.co.uk) wrote:
: Following a conversation with HiSoft today it seems they are not
: confident of handling the forthcoming upgrade to Papyrus.

: They say they have attempted to contact the author(s) a number of
: times and have not received a reply as yet.

: Very bad news for GB Atari users it seems. 8~(

: Regards from STEve & his nice warm cosey PAK'd MegaSTE.
:
:
: * MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

I have talked to Ulli Ramps a number of times. However, I have been
hearing of an English version for almost 2 years.

HiSoft has lost all Atari personel last year.

Ulli Ramps;
GF & papyrus Support;

R.O.M. logicware GmbH
Raschdorffstrasse 99
13409 Berlin
Mailbox: ++49 / 030 / 4999 73 71
FAX: 4999 73 72
Tel.: 4999 73 73

E-Mail: support@rom-logicware.com
World Wide Web: http://www.rom-logicware.com

You try it for yourself.

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@gcfn.org	Research Assistant

3291. Re: [PUB]: New at Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: "B.d'Espalungue" <Bertrand.Despalunguedarros@wanadoo.fr>
Message-ID: <3746D4C6.6D208CE8@wanadoo.fr>
Source record: 78338
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
Martin Nightowl Byttebier a *crit :
>
> New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
> ------------------------------------------------------------------
>
> ****
>
> IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
...
fr.= in FRench please

Bertrand
```

3292. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Sin <sin@uswest.net>
Message-ID: <OnN13.1135$eC3.157315@news.uswest.net>
Source record: 78339
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> >This is ALOT of stuff. It would be best to come and get it, if possible.
> >Depending on where your at, maybe we could meet half-way or something.
>
> >Dan Brown
> >P.S.
> >REPLY BY EMAIL ONLY, PLEASE! I do not read newsgroups normally! thanks...
>
> Hmmm. Sounds great. Let's meet half-way. Is Tuesday good for you?

hahaha.... Okay, I got a laugh out of it.... I deserve it too. I should have included that
in the message as well! As I have already got a ton of replies, asking where I am located...

I'm in Spokane, WA

3293. ST wanted free SW UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: happysad <happysad@tinyonline.co.uk>
Message-ID: <37466ad3@news2.vip.uk.com>
Source record: 78340

Has anybody got an ST 520E / 1040FM in the attic that they'd like to give me
?

HAPPYSAD@TINY.CO.UK

3294. [PUB]: New at Belgian ftp-server: 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3745f28248b4ff0@ping.be>
Source record: 78371
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)

****

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE OR SAKA@VILLAGE.UUNET.BE

SO THEY CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

******

Hello,

I'm back. From now one the most new progs will be uploaded straight to the
right dir, so no "incoming".
The progs in incoming dir will be moved to the right place little by
little.
Note that the name of the ftp-server is temporaly. It will change in the
near future. Ofcourse the numeric IP will stay the same.

Regards
Martin

MiNT

ftp://chapelie.rma.ac.be/atari/MiNT/filesys/fnramfs-0.59.lzh
ftp://chapelie.rma.ac.be/atari/MiNT/filesys/ext2fs/ext2fs-0.52.tgz

ftp://chapelie.rma.ac.be/atari/MiNT/kernel/freemint-1.15.1-bin.lzh

ftp://chapelie.rma.ac.be/atari/MiNT/misc/mswordview-0.5.4-MiNT.tgz
ftp://chapelie.rma.ac.be/atari/MiNT/misc/mintsett39.zip

ftp://chapelie.rma.ac.be/atari/MiNT/mintlib/mintlib-0.50.1-0.51.patch.gz
ftp://chapelie.rma.ac.be/atari/MiNT/mintlib/mintlib-0.51-bin.tar.gz
ftp://chapelie.rma.ac.be/atari/MiNT/mintlib/mintlib-0.51.tar.gz

www

ftp://chapelie.rma.ac.be/atari/www/aftp/aftp152b.lzh (MiNTnet version)
ftp://chapelie.rma.ac.be/atari/www/aftp/aftp152b.zip (STiK/STinG version

programming

ftp://chapelie.rma.ac.be/atari/programming/TTDIGGER.ZIP
ftp://chapelie.rma.ac.be/atari/programming/TTD54C.ZIP

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3295. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <cXhevHAUkeR3EwPk@steverosie.demon.co.uk>
Source record: 78372
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <37432ef1.9428547@news.freeserve.net>, Spencer Davies
<spencer@SPAMTHISmaelstrom.freeserve.co.uk> writes
>On Wed, 12 May 1999 17:14:35 GMT, martin.w6@ukonline.co.uk (Martin
>Wilson) wrote:
>
>> ICD software does support Flopticals and I think HDdriver
>>too. Ideal for someone with PC and ST for sharing
>>information.
>I never got my Floptical working under HDDriver on my TT though it did
>work with ICD Pro (v6.5.5 I think).

Not another device that HDDriver can't see, it's all coming out now;p

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3296. Re: GFA conversion required

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <3745fb18$0$9535@znews.zetnet.co.uk>
Source record: 78373

On 18 May 1999 08:48:31, charrison@inbis.com wrote:

If nobody else has already offered I can do this for you.

Yours
David James

3297. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7i500m$o2$1@black.interact.net.au>
Source record: 78374

On 21 May 1999 01:50:48 , Neil Roughley wrote:

>It sounds like this isn't normal behavior -- indeed, a major
>inconvenience -- although it's something I've put up with under the
>assumption it was normal behavior for HDDriver. From your reports with an
>FD-10, a Zip drive should be able to do the same (not require the media
>present during bootup).

I don't think it's normal behaviour. I had never encountered it until
I upgraded to HD Driver v 7.61 (and I obtained v 7.71 in the hope that
it might cure the problems I have described, but it didn't).

In fact I have two removable media devices - three if I count the CD
drive. The second is a Syquest ezFlyer which is on the SCSI bus. I
normally boot up with a cartridge in that drive but in fact I do not
need to - the "illegal drive" syndrome affects only the SupraDrive FD-10.

It may not be relevant, but the v 7.71 Utility identifies the SCSI
level of a device. It reports '?' for the FD-10.

MEDIACHG will not bring the FD-10 to life.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3298. WTB: Link 97

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: growlerf@aol.com
Message-ID: <19990521231333.03867.00003390@ng-cr1.aol.com>
Source record: 78375

Looking for a Link 97 new or used.

Thanks.

email me at: <bob@growler.com>

3299. Re: Atari Strip Poker disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <bmq13.737$NA2.75444@news1.telusplanet.net>
Source record: 78376
Cross-posted to: rec.games.video.classic,comp.sys.atari.st

> Perhaps it was AstroTits? My friend bought a pile of floppies at a garage
> sale and went throughthem and this was included...you were a penis at the
> bottom, and breasts fell from the top of the screen towards you, and you had
> to kill them by firing sperm at them. Quite funny actually. Oh, and the
> special defense was...you guessed it...a condom. Oh well. It was funny.
>
> ~Phil
> "LenoTata Rex"
>
> p.s.-i think the game was sacreligous. Bibles and crosses fell from the sky
> at a later stage.
>
>

Ahahahah yes this was it :-)
I had forgotten about those "features"..
But you must admit the gfx were good :-)
Any idea if this game is commercial?(although I some how doubt it..)
And any place I could grab it from? (for nostalgia reasons, ofcourse.)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3300. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7i5gmd$dfo@nnrp1.farm.idt.net>
Source record: 78377

```
On 21 May 1999 15:28:09 , DarkChyld wrote:
>On 21 May 1999 07:38:46 , Roger Cain wrote:
>
>->Don't know much about the Sportster but any other Hayes modem would
>->need ATW2 to report the DCE speed at CONNECT.
>
> Right. However, when I run CoNnect and issue an ATW(0,1,2) command, it
> says error... ;-(

Hi,

I have a USR 56k,v90,(FAXMODEM) and lable with barcode on the underside
says 'Sportster'. I get a full explanation of connect speed etc. using
the 'Init' set with ATZ and the dialing with a ATDT plus the number and it
gives all info at connect using STING. Maybe worth a try.

****************************
*===== Frank Lawrence =====*
*===== Norman OK US =====*
****************************
```

3301. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37465B2B.3E8A@ooc.de>
Source record: 78378

Neil Roughley wrote:

> It sounds like this isn't normal behavior -- indeed, a major
> inconvenience -- although it's something I've put up with under the
> assumption it was normal behavior for HDDriver.

No, this is not normal. I never have encountered this problem with ZIP
drives or other removable media drives.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3302. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37465C1D.5C36@ooc.de>
Source record: 78379

David Leaver wrote:

> It may not be relevant, but the v 7.71 Utility identifies the SCSI
> level of a device. It reports '?' for the FD-10.

This means that the drive doesn't report any of the SCSI levels defined
by the SCSI standard. It's neither SCSI-1-CCS nor SCSI-2 nor SCSI-3. In
other words: It isn't compliant to any known SCSI specification.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3303. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1ds6mko.fl78kq1fddp6oN@srry01m09-188.bctel.ca>
Source record: 78380

Uwe Seimet <us@ooc.de> wrote:

> Neil Roughley wrote:
>
> > It sounds like this isn't normal behavior -- indeed, a major
> > inconvenience -- although it's something I've put up with under the
> > assumption it was normal behavior for HDDriver.
>
> No, this is not normal. I never have encountered this problem with ZIP
> drives or other removable media drives.

My fault: I wasn't using the correct bytes/sector for removable media
(too low for TOS/DOS-partitioned disks).

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3304. Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: John <john@mevatele.freeserve.co.uk>
Message-ID: <37466ECD.4D04@mevatele.freeserve.co.uk>
Source record: 78381

Hi there

I run an Atari ST BBS and want to get some info on Telnet.
I think its only possible to Telnet to a BBS that supports Telnet, is this correct ?
Does the BBS have to be permanently connected to the internet like a web server ? or is there some sort of dialup system ?
Is there such a thing as an ST BBS program that can be accessed via Telnet ? If not, are there any programmers out there who fancy having a go at writing a Telnetable ST BBS ? It would be like when ST Format gave away Michtron BBS on their cover disk, ST BBS's sprouting up everywhere!

Any info appreciated.
Please excuse the slightly rambling questions, I'm abit hung-over this morning :(

Cheers
John

3305. Re: Modem - Unusual Problem Sportster 14.4

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i5vcc$a3g$1@news8.svr.pol.co.uk>
Source record: 78382

On 15 May 1999 14:57:46 , "Kate and John Norton" wrote:

:>We did some furniture rearranging and the power supply for my
external US
:>Robotics Sportster 14.4 modem got mixed up with some other power supplies or
:>simply got lost.

:>Does anyone use the Sportster 14.4 (or have an old one) and would look to
:>see what the specs are? I think I need the wattage, voltage output and mA
:>(milli amps?) so I can match it up to a power supply.

My PSU has the US Robotics badge on it, the spec is 18V @ 500ma

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3306. Re: Cheshunt Computer Club

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i5vce$a3g$2@news8.svr.pol.co.uk>
Source record: 78383

On 16 May 1999 08:43:52 , Derryck Croker wrote:
:>On 14 May 1999 21:21:40 , Steve Sweet wrote:
:>>On 10 May 1999 06:52:32 , Derryck Croker wrote:
:>
:>>:>/--/
:>>:>/ The Cheshunt Computer Club Herts UK /
:>>
:>>
:>>So where is this then, what happens there, how much is it, when is
:>>it, can i come or do you have standards to keep.

:>Very high standards - in fact I find that I have to ban myself ;-))

Lets have a show of hands...

Carried unanumously...

youre banned.

:>>:>/ http://www.cix.co.uk/~derryck/index.htm /
:>>:>/--/
:>>
:>>i'l have to check this out dude. 8~)

:>All the meeting dates and other info are there! :-))

Really?, and when is the next meeting.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3307. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i5vcg$a3g$3@news8.svr.pol.co.uk>
Source record: 78384

On 16 May 1999 18:48:15 , Ronald Andersson wrote:

:>Hi Guys,

Yo!, dude!!.

:>I've now experimented extensively (for appx 30 Hours) with various STinG
:>tweaks and improvements.

Thanks for your effort Ronald.

:>I found that one control has a strong effect on the TCP upload
:>speed, and is probably responsible for the low speeds some of you
:>have had. Partially responsible I should say, because it
:>is also very much due to slowness in ISP responses.

I'm off for a chat with mr. QED, thanks again.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3308. PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i5vci$a3g$4@news8.svr.pol.co.uk>
Source record: 78385

Following a conversation with HiSoft today it seems they are not confident of handling the forthcoming upgrade to Papyrus.

They say they have attempted to contact the author(s) a number of times and have not received a reply as yet.

Very bad news for GB Atari users it seems. 8~(

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3309. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746825c$0$10480@news.zetnet.co.uk>
Source record: 78386

On 20 May 1999 18:03:59 , Slc.Dennis Bishop wrote:

> I've been trying to get my tt's keyboard working that i hadn't even
>looked at that area. got the spacebar working, shimed it with two
>pices of mini-blinds.

Ha! LOL - great stuff :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3310. Re: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746825d$0$10480@news.zetnet.co.uk>
Source record: 78387

On 20 May 1999 19:29:32 , Ron Slaminko wrote:

>My 520ST is going kaput. Turns on with either a screen full of unstable
>garbage, some bombs (some of which are distorted and torn), or,
>occasionally and getting rarer, a normal bootup. I've pretty much
>eliminated all external components (power supply, mouse, disk drive &
>monitor) as trouble sources. Any suggestions?

Sounds like the old 'unseated chips' problem again - they can work
loose over time.

You will need to get inside and push home all socketed chips. Clear
out the dust and garbage while you are there :-)

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3311. Re: hard disk driver boot delay

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3746825e$0$10480@news.zetnet.co.uk>
Source record: 78388

On 21 May 1999 05:21:15 , Alois Huber wrote:
>how can i tell my Mega ST (TOS 1.04 and HusHi 6.06 hd-driver) to wait at
>boot time until the megafile has spin up?

You need to make a special floppy to have loaded at switch on. There
are a few progs. I can remember, COLDBOOT (ICD), NOROACH. They all
contain an adjustable delay - 10secs is usually about right for
spin-up.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3312. Atari Falcon required urgently

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: Carl Rowlands <carl@karanga.demon.co.uk>
Message-ID: <7WY9gAA9XoR3EwKt@karanga.demon.co.uk>
Source record: 78389

ST owner looking to upgrade to 14Mb Falcon with or without internal hard drive. All help is gratefully received. I have been on the trail of this rare beast for some time with, as yet, no result.

carl@karanga.demon.co.uk
--
Carl Rowlands

3313. GenKwast anyone? (Dutch)

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i6254itg2@news1.xs4all.nl>
Source record: 78390

A harddisk gave up. On it: files in GenKwast format and the program
from Duch origine 'GenKwast'.
The files are also available on floppydisk. But not the software
program.
Years ago it was very popular here to do your geneanological (family-
tree)) research.

Can anyone (especially in Dutchland) help me?

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3314. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <N2w13.104$hY6.363@news1.online.no>
Source record: 78391

ROM Logicware, the makers of Papyrus have promised an English version along time now. Let us hope they will very soon. Visit their homepage www.rom-logicware.com

By the way: The latest version is 7.5

P&#65533;l Monstad
PM data, Norway

3315. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: atarist@xs4all.nl
Message-ID: <7i67oa$o96$1@news1.xs4all.nl>
Source record: 78392

On 21 May 1999 21:13:56, Joergen Bak wrote:
>
>At the moment I just don`t trust it. What ever it is that makes all this
>problems??
>
You asked for suggestions. I have one.
To me it seems that when files are read during boot (at least when
the auto-folder is worked) that the system does not in any way check
the integrety of incoming bytes.
When a program is normally started and a readerror is done then
mostly you get a message of tos error -it is not a program-.
Not so ever when booting.
To me it seems: code is always executed and can lead to destruction
of data.

Met vriendelijke groet,
Ronald van der Kamp
secretaris Stichting ST
atarist@xs4all.nl

3316. portofolio

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: nannevisser <nanne.visser@consunet.nl>
Message-ID: <7i6962$j6s$1@news.worldonline.nl>
Source record: 78393

Hi Atari users,

Since many years I used an Atari portofolio with great pleasure, especially
the parallel interface and the memory cards 32Kb, 64Kb (2x) and 128Kb.
Helas, helas, the portofolio is causing much problems now. (too old I guess
or used to many times)
If anyone is interested to buy it from me, please contact me

many best regards

Nanne J. Visser
e-mail: nanne.visser@consunet.nl

3317. Re: Pacifist more questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-22 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7i69ag$1q2q$1@spnode25.nerdc.ufl.edu>
Source record: 78394

Hi, if you want to run just games then I guess Pacifist would be very good. For Atari applications I use Tosbox and it is great. It runs Geneva , Calamus, PageStream no problem at all.
Installation only require to copy the tosbox files to the hard drive and then after loading the tb.exe just copy all your Atari files to c:/ (which is actually the folder whre Tosbox is in) and run like a regular Atari :)
To me Tosbox is quite perfect , stable and easy to use. You can use any acc or auto prg you use on your ST already.

Raymond
PS you can even run Tosbox from a single floppy on plain dos!

3318. 2 new interviews.

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <02N13.2633$8%6.291028@news1.telusplanet.net>
Source record: 78245

If you drift on over to MagiC Online you will find:

An interview with EVl of the dead hackers society, who explains to us all
why he dislikes MagiC.

You can then read a brief interview with DEUN of Sectorone, who is nearly
done his MP3 player for the falcon030.
In his interview, you can also download his Background picture of a pretty
lady. This BG pic is ready for use in jinnee (256 col and above)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3319. STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: <>
Message-ID: <3747a2a3.0@news.qnet.com>
Source record: 78246

I adjusted my default.cfg for sting, set it for 500, but as I use just
NEWSie and Cab, can't realy say I've noticed any speed change.

what bugs me is sometimes when I bootup the 1st time, I'll pull down
the sting dialer and click on enable and get a message box that tells
me another program is accessing the port already?

all i can do then is do a reset.

```
*-----------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-----------------------------------------*
```

3320. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <oJN13.13$z74.211@news1.online.no>
Source record: 78247

I think we all should send a mail to ROM asking for the English release. As stated they have promised an English release at least the last year. I have been told the program itself has been translated. It was the HYP text which was not finished and caused the delay.

P&#65533;l Monstad

3321. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927456614-498977AEicMi@post3.tele.dk>
Source record: 78248

>From: hobbybill@aol.com (HobbyBill)
>Date: 23 May 1999 01:31:29 GMT
>
>
>Sounds like you don't have the LBA stuff working on the hardrive. You'll still
>boot with a hardrive
>but will get erratic errors. Maybe you accidently disabled it. Hehe. I've done
>that on my PC.

Hi Bill,- what`s this LBA stuff?
I can`t find anything in the manual about it and I`m not that god at all those technical terms. Well,- I`m not god at reading German either.

I read the tech. papers on IBM`s tech support site. It says that the Cable Sel is for something with pin 28 in the connection, depending on if it is low or high???

Anyone know if pin 28 on a Falcon IDE connection is high or low??

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3322. Re: Okami texteffects (was Re: MANs)

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3747b6e8cec50a40@holleman.demon.nl>
Source record: 78249

on Sat 22-05-1999 20:36 Kenneth Medin wrote:

>On Thu 20-05-1999 21:05 (GMT) Louis wrote:
>
>>
>>it all depends whether you want http refs in what color etc, but if you
>>want them Bold & Blue just add
>>texteffect=1 4 http://[^]+
>>to your O.INF, and put it first in the "text effect" section.
>>
>
>Here is one for e-mail addresses:
>texteffect=8 2 [^ ,<]+@[^ ,>]+
>
>Unfortunately it slows down the display quite a lot. Anyone with a
>better solution?
>
Kenneth, you could take out the ,< and ,> parts, but I don't think that
will speed it up... I think these only show up in the header lines,
otherwise it works just the same. Actually, I don't really see the display
slowing down when I switch them on, but it may be different on various
type of h/w...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3323. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3747db51$0$10482@news.zetnet.co.uk>
Source record: 78250

On 23 May 1999 06:39:31 , Slc.Dennis Bishop wrote:

Hi Dennis!

>what bugs me is sometimes when I bootup the 1st time, I'll pull down
>the sting dialer and click on enable and get a message box that tells
>me another program is accessing the port already?
>
>all i can do then is do a reset.

This is probably because you've got Connect (or a similar comms program)
open.

This happens to me under MagiC.

Though I don't have to reset. I exit the StiNG dialler, and then quit out
of Connect. Then once I reload the dialler, all is ok.

The reason seems to be that both programs initialise the serial port, and
if another program has done that, they baulk, because they want exclusive
use of the port. If I've done a BBS session with Connect, I always quit
out, before loading StiNG (and vice versa).

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3324. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <3747db54$0$10482@news.zetnet.co.uk>
Source record: 78251

On 22 May 1999 23:58:38 , Pascal Ricard wrote:

Hi Pascal!

>> >>What is the DNS cache? What does it do? I still seem to be able to use the
>> >>Net; email, web and FTP seems unaffected.
>>
>> >Not sure what a DNS cache is...
>>
>> Maybe someone else could enlighten us!
>
>It's used to... cache Domain Names, allowing a quicker response than
>asking to the Domain Name Server (with the resolve module).

That would explain why I can still use the web, with this cache corrupted!

Cheers!

James

+--+------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+------------------------------+

3325. Re: Extendos

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i8m3r$gi4$1@news5.svr.pol.co.uk>
Source record: 78252

On 17 May 1999 15:08:45 , Derryck Croker wrote:

:>I'm just the spear-carrier! ;-))

Yo!, Dezza, i'm a bit wary of the holder for said spear, Pink fur
trimmed with sequins, dont think its quite right dude.

:>/--/
:>/ The Cheshunt Computer Club Herts UK /
:>/ http://www.cix.co.uk/~derryck/index.htm /
:>/--/

When's the next meet then dude.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3326. Re: Hard Drive Partitions over 500megs

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i8m3t$gi4$2@news5.svr.pol.co.uk>
Source record: 78253

On 17 May 1999 15:08:46 , Derryck Croker wrote:

:>>Recently setup several 800/900+ hard drive partitions on my 2.5 IDE.

:>Have you tried HPOptimizer?

And where can this be found. 8~)

:>/--/
:>/ The Cheshunt Computer Club Herts UK /
:>/ http://www.cix.co.uk/~derryck/index.htm /
:>/--/

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3327. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7i8m3v$gi4$3@news5.svr.pol.co.uk>
Source record: 78254

On 19 May 1999 22:20:13 , JI Logan wrote:
:>On 18 May 1999 11:00:59 , "Alan K. Wortham" wrote:

:>I've recently acquired a Mega ST2. It has a AA battery case on
:>the Hard Drive case as well as the CPU box. What are these for?
:>Also, how do I tell which version of TOS it is running?

:>The original Mega had a hardware clock with the battery under a
:>cover in the top, back, lefthand corner. It did not come with a hard
:>drive as standard. The Mega STe did. The TT which uses a similar
:>case (different colour) had a lithium clock backup battery under the
:>cover for the hard drive.

:>The Mega STe might have the same.

It certainly does and its in the rear of the drive bay.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3328. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Dan Cable <dcable@ix.netcom.com>
Message-ID: <374823A9.1D4C09F9@ix.netcom.com>
Source record: 78255

joska@nuts.edu wrote:
>
> Has anybody tested any of cheap, huge IDE-disks? I was thinking about
> getting a 13-20GB disk in my Falcon. My local store has these in stock:
>
> Fujitsu 13.7GB 3130AT (UDMA)
> Seagate Medalist 10.2GB
> IBM Deskstar 13.5GB
> Maxtor DiamondMax 4320 13GB
>
> All of these are cheap and more than fast enough for my Falcon, but
> I've heard that not all new IDE-disks will work. Is this correct? If
> so, which disk is safe to buy?

Unless you have a Falcon that is radically different than mine the above
disks won't even fit. You will need to find a 2-1/2 IDE drive which is
for a notebook computer and takes a different cable than the normal
3-1/2 IDE disk.

Dan Cable

3329. Re: Atari ST Emulation

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: wilkins <wilkins@niagara.com>
Message-ID: <3747F4D5.74640DE1@niagara.com>
Source record: 78256

What an ignorant reply. Why not just say nothing? Instead, you chose to
belittle another human being's call for help.

Shame on you.

Nicholas Bales wrote:

> Tinky a ï¿½crit :
> >
> > I need some Help with Atari ST Emulation on the PC.
>
> Here we go again...
>
> > I am interested in re-playing some old ST games on my PC
>
> Wouldn't a real ST be more appropriate ?
>
> > Blood Money,E-Type,Speedball II,Gunship + many more.
> >
> > I have the games on ST format floppys but am having trouble converting the
> > files to a format that my PC will read.
>
> Can't RTFM...
>
> > Email me with any advice please seanevans@labs-place.swinternet.co.uk
>
> ...and not even bothered with reading newsgroups.
>
> Nick
> --
> ||| Nicholas Bales, Toulouse, France
> ===|||==
> / | \ The Atari ST Quick FAQ bales@
> -' ' `- http://quickfaq.atari.org directprovider.net

3330. About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Martin H&#65533;ggbom <mabom@patronage.se>
Message-ID: <3747faa8.0@d2o73.telia.com>
Source record: 78257

Ronald's computer is broken (major broken) so Ronald will be gone for a
while!

--
Regards, Mabom

Woody Allen Virus: By-passes the motherboard and turns on a daughter card.

3331. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7i8tu7$1mf$1@snipp.uninett.no>
Source record: 78258

Dan Cable <dcable@ix.netcom.com> wrote:

> Unless you have a Falcon that is radically different than mine the above
> disks won't even fit. You will need to find a 2-1/2 IDE drive which is
> for a notebook computer and takes a different cable than the normal
> 3-1/2 IDE disk.

I have been using 3.5" disks for several years already, but then my Falcon
probably *is* radically different from mosts Falcons ;-)
(http://atari.nvg.org/joevens_hardware.html)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3332. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3747FFCB.6DCC@ooc.de>
Source record: 78259

Steve Stupple wrote:

> So by rights if I have just the drive, enabling the device to supple
> power, and a Link II everything should work!
>
> Under ICD it does, under HDDriver it doesn't.

Remember to activate the option "ICD compatible adapter" when
configuring HDDRIVER.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3333. Atari Online News, Etc. #0112

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xxTZcCy.dpj@delphi.com>
Source record: 78260

```
A-ONE #0112 05/21/99

~ People Are Talking! ~ E3 Reports and Games! ~ Future Tied to Net?
~ Netscape 4.6 Released ~ 'Protector' Update! ~ Sega What?
~ New Game Boy Releases ~ Nintendo 64 to Stay! ~ Lycos Takes On AOL
~ IBM Announces 'Gekko' ~ NFL Football E-m@il! ~ New MS Case!

-* Sam Tramiel Joins w/ Conxion *-
-* Jaguar 'Open Platform' Official Now *-
-* New Games At E3 Are Not All Guts and Gore! *-

___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

3334. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <3748006D.4113@ooc.de>
Source record: 78261

Tom Derrick wrote:

> Diamond Edge has several routines to check for bad sectors, some of
> them quite strenuous, which would tell you for sure whether
> something is up (be sure to back it up first!)

Note that HDDRUTIL also offers a bad sector check.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3335. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37480029.239D@ooc.de>
Source record: 78262

Neil Roughley wrote:

> My fault: I wasn't using the correct bytes/sector for removable media
> (too low for TOS/DOS-partitioned disks).

Yes, I've just read your posting. Fine that this problem is solved now.

--
Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3336. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <374806ee$0$10481@news.zetnet.co.uk>
Source record: 78263

On 22 May 1999 13:21:48 , James F. Haslam wrote:

>What is the DNS cache? What does it do? I still seem to be able to use the
>Net; email, web and FTP seems unaffected.

It's a local translation table which gives the conversion from the
'readable' URL (e.g. zetnet.co.uk) to the dotted quad form (e.g.
232.12.34.26) which is used in all internet addressing. The CACHE.DNS
allows for local translation of your most used URLs thus avoiding
having to query the DNS at you ISP.

>Should I reinstall STiNG (or just the DNS part)?

Just delete the (corrupt) remnants of CACHE.DNS and STiNG will install
and populate a new one.

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3337. Hellllp!!!! Boot problem!

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <3748154B.F74D4C7F@cheta.net>
Source record: 78264

I was fiddling with installing Stik/Cab. The installation failed halfway through and now my machine hangs at boot. It is loading something from the auto folder and if I let mint load the machine hangs. If I bypass Mint, the machine reboots. How can I get back to a desktop? I don't have a 'boot floppy' handy. How do I bypass the startup folder at boot time?

Thanks in advance

Technoid Mutant

3338. Pagestream Printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7i964gibc1@nnrp03.primenet.com>
Source record: 78265

Does anyone know if there are more laserjet drivers out there
than what are in the 2.2se package. Im looking for more
600 dpi drivers like later 4 series or perhaps 5l or 6l
printers.

gene

3339. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990523181341.24339A-100000@hal.fishpool.fi>
Source record: 78266

On Sun, 23 May 1999, Martin Hï¿½ggbom wrote:

> Ronald's computer is broken (major broken) so Ronald will be gone for a
> while!

Which one of them? Doesn't he have a MEGA-ST, TT and Falcon?

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3340. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: rcain@zetnet.co.uk
Message-ID: <3748200d$0$10474@news.zetnet.co.uk>
Source record: 78267

On 23 May 1999 14:54:43 , "Martin H&#65533;ggbom" wrote:
>Ronald's computer is broken (major broken) so Ronald will be gone for a
>while!

Oh s**t! Ronald has been contributing A LOT!

Roger Cain, Manchester, UK NeST:90:100/103
TT 6Mb/MagiC 5/NVDI 4

3341. Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Steve Glass <steve.glass@net.ntl.com>
Message-ID: <37481A73.74786230@net.ntl.com>
Source record: 78268

I have an ST with 2meg.

Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?

3342. Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Steve Glass <steve.glass@net.ntl.com>
Message-ID: <37481A9B.AA16E4F3@net.ntl.com>
Source record: 78269

I have an ST with 2meg.

Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?

3343. Re: Hellllp!!!! Boot problem!

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <WrbTIAAZeCS3EwUv@steverosie.demon.co.uk>
Source record: 78270

In article <3748154B.F74D4C7F@cheta.net>, Technoid Mutant
<Technoid@cheta.net> writes
>I was fiddling with installing Stik/Cab. The installation failed
>halfway through and now my machine hangs at boot. It is loading
>something from the auto folder and if I let mint load the machine
>hangs. If I bypass Mint, the machine reboots. How can I get back to a
>desktop? I don't have a 'boot floppy' handy. How do I bypass the
>startup folder at boot time?
Hi

I'll take it for granted that you are using a hard drive;p

This is why many people use a boot maintenance program such as Xboot,
Superboot etc. as you can disable programs and work out the one/s that
cause a problem.

If you have the hard disk driver disk you can do the following: switch
hard drive OFF and switch your Atari on; if you have a disk stick it in
the drive, if not wait until the desktop appears. Change resolution to
suit your needs and RUN the driver program from the desktop; if you
don't have the driver PRG file change the SYS extension to PRG (most
drivers work this way).

You should now have access to you hard drive WITHOUT running the AUTO
folder. Make your alteration and reboot.

I don't recommend this method as a standard routine, but it alright for
emergencies.

Get a boot managed such as Xboot and a directory sort program so that
you can alter the order programs are placed in ANY directory;)

I hope this gets your problem sorted;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3344. Re: Okami texteffects (was Re: MANs)

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3748377cbf6cd0@ping.be>
Source record: 78271

on Sun 23-05-1999 09:05 Louis wrote:

>on Sat 22-05-1999 20:36 Kenneth Medin wrote:
>
>>On Thu 20-05-1999 21:05 (GMT) Louis wrote:

>>Unfortunately it slows down the display quite a lot. Anyone with a
>>better solution?
>>
>otherwise it works just the same. Actually, I don't really see the display
>slowing down when I switch them on, but it may be different on various
>type of h/w...

I don't see any display slow downs either.

CU
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3345. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: <>
Message-ID: <37482dee.0@news.qnet.com>
Source record: 78272

On 23 May 1999 10:41:21 , James F. Haslam wrote:

>This is probably because you've got Connect (or a similar comms program)
>open.
>
Nope, I'm running single TOS, and this happens on a 'COLD BOOT' got
no other comm programs at all, I use Flash 1.6 BUT that's over on my
1040ST!

| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |

3346. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3747ce9e1f331a0@ford-trucks.com>
Source record: 78273

on Sunday 23-05-1999 15:34, Roger Cain wrote:

>On 23 May 1999 14:54:43 , "Martin Hï¿½ggbom" wrote:
>>Ronald's computer is broken (major broken) so Ronald will be gone for a
>>while!
>
>Oh s**t! Ronald has been contributing A LOT!

My sentiments, *exactly*! :(

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
"Compatible": Gracefully accepts erroneous data from any source.

3347. Re: 2 new interviews.

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: PATnANNA@ford-trucks.com
Message-ID: <3747ce9e1f331a1@ford-trucks.com>
Source record: 78274

on Sunday 23-05-1999 06:15, Bengy Collins wrote:

>If you drift on over to MagiC Online you will find:...

Hey Bengy,

Thanks, a bunch, for the continued hard work! Now, get back to those
graduation activities. ;-)

Pat

--
Pat & Anna Morales
<PATnANNA@ford-trucks.com> ICQ: 37202249
~~*~~
Innovation is hard to schedule. -- Dan Fylstra

3348. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <0K4LdEAX9DS3EwjA@steverosie.demon.co.uk>
Source record: 78275

In article <37481A9B.AA16E4F3@net.ntl.com>, Steve Glass
<steve.glass@net.ntl.com> writes
>I have an ST with 2meg.
>
>Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?
>
>

Hi

If you've got a STE or MEGA STE the answer is yes.

Further more the ST isn't very speed conscious and is possible to
install NON matching SIMM speeds. Ideally you should install the memory
in identical pairs (speed wise) in each memory bank.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3349. Re: Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i9gua$9ps$2@news.campuscwix.net>
Source record: 78276

```
On 22 May 1999 09:46:05 , John wrote:
->Hi there
->
->I run an Atari ST BBS and want to get some info on Telnet.
->I think its only possible to Telnet to a BBS that supports Telnet, is
->this correct ?
->Does the BBS have to be permanently connected to the internet like a web
->server ? or is there some sort of dialup system ?
->Is there such a thing as an ST BBS program that can be accessed via
->Telnet ? If not, are there any programmers out there who fancy having a
->go at writing a Telnetable ST BBS ? It would be like when ST Format gave
->away Michtron BBS on their cover disk, ST BBS's sprouting up everywhere!
->
->Any info appreciated.
->Please excuse the slightly rambling questions, I'm abit hung-over this
->morning :(
->
->Cheers
->John
->.

Hi Johh. Well, this has been a very difficult subject for me. For about a
year now, I've been trying to get my BBS on the Internet, available by
Telnet as well. In my area, no ISP's offer accounts that have permanent
IP addresses (static) only dynamic. I don't know of any BBS software for
the ST's that offer Telnet capability out of the box. BTW, what software
are you using? I'm using BBS Express! ST v1.98a. I'm still trying to get
DarkForce! Telnet-able, but its gonna cost me quite a bit, both for start
up and monthly fees. Lemme give you a rough idea:

$200 initial startup for a dedicated line/IP address
$65 monthly fee for 12 hours a day ($140 for 24 hours a day)
2 more phone lines (I currently have 1 dedicated to the BBS)
to let users dial in by Telnet and direct-dial...

This of course, doesn't even include the cost of the computers,
modems, etc,... So you can see, its not something to take very
lightly in my area... Oh, did I mention that its LD to call this
ISP as well? ;-(

I know of one 8-Bit BBS that is available by Telnet, but they are
running it via emulation (I think) on an PC machine... Oh well...

Let me know if you find an easier/cheaper/better way to make an
Atari BBS available by Telnet! ;-)
```

Catch ya later...

```
_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3350. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Jim DeClercq <jimd1@primenet.com>
Message-ID: <7i9gutkle1@nnrp03.primenet.com>
Source record: 78277

```
Jim DeClercq <jimd1@primenet.com> wrote:
: Steve Stupple <Steve@steverosie.demon.co.uk> wrote:

: : So by rights if I have just the drive, enabling the device to supple
: : power, and a Link II everything should work!

: : Under ICD it does, under HDDriver it doesn't.

: Funny you should mention it.

A possible apology to Uwe. I completely forgot about the ICD Compatible
Adapter setting on the General Options menu. That could be why I had
the same experience.

: ------------------------------------------------_-----------------------
: Jim DeClercq __ __ ____ ___ ___ ____
: jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
: / / \ / / / / /__ / \/ /___ /

--
------------------------------------------------_-----------------------
Jim DeClercq __ __ ____ ___ ___ ____
jimd1@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /
```

3351. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7i9h3b$9ps$3@news.campuscwix.net>
Source record: 78278

```
On 22 May 1999 13:42:54 , Doctor Clu wrote:
->How wonderful that there is an interest in getting Atari computers
->where they can be telnetted.
->
-> DarkChyld of Dark Forces might be able to shed some darkness.. I mean
->light, on this subject since he as been considering it. I believed it
->involved him getting a TT with ethernet card... but I'll let him talk
->about it.
->
-> As it stands, the best example of Atari on the telnet is a BBS called
->"Closer ot Home" which is actually an Atari 8-bit (emulated on PC) using
->a new version of ExpressPro Gold that some programming working with
->Video61 in Minnesota have been working on. This particular BBS went
->online (telnet) in February of this year!
->
-> telnet://cth.tzo.com
->
-> Enjoy, and if you know of more telnetable ones... *I* want to know!
->
-> Doctor Clu
->
->--
-> ||| ATARI USERS OF NORTH TEXAS
-> )|( http://www.atariusers.com/AUNT
-> / | \ Read the News, Join the Chats, Share the Meyhem!
->.

See my ealier post to another user... At this time, its surely not
gonna be easy, but I've not given up yet, consider it a "work in
progress"... ;-)

Later...

_____________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
\_____________________________________________________________\/
```

3352. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Steve Glass <steve.glass@net.ntl.com>
Message-ID: <374854AD.353265CC@net.ntl.com>
Source record: 78279

Will the bios auto find the new memory on the STE?

Steve Stupple wrote:
>
> In article <37481A9B.AA16E4F3@net.ntl.com>, Steve Glass
> <steve.glass@net.ntl.com> writes
> >I have an ST with 2meg.
> >
> >Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?
> >
> >
>
> Hi
>
> If you've got a STE or MEGA STE the answer is yes.
>
> Further more the ST isn't very speed conscious and is possible to
> install NON matching SIMM speeds. Ideally you should install the memory
> in identical pairs (speed wise) in each memory bank.
>
> -- The Atari Software eXchange LaST PD
> asx@atari.org * * * lastpd@atari.org
> * * *
> Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
> Dfax: 0870 0521124 * * * Nick: MocknBird
> ** *** **
> Location: Narberth, Pembrokeshire, Wales, UK.

3353. F/S: 1040 ST system w/Cyber Studio

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Gregg Cole <gfc@frontiernet.net>
Message-ID: <7i9o5e$19ei$1@node17.cwnet.frontiernet.net>
Source record: 78280

```
FOR SALE:
hardware:

Atari 1040 ST w/internal floppy drive (no memory upgrades)
SC1224 color monitor
SF314 external floppy disk drive
5 or 6 joysticks

software:

Cyber Studio
Cyber Paint
Spectrum 512
Degas Elite
Word Writer
F-16 Falcon
Outrun
Testdrive
(tons more)

-------------------------- BEST OFFER!!!!
Sorry, can't separate.
if interested, E-mail me @ gfc@frontiernet.net
```

3354. Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905232222200.93-100000@online.no>
Source record: 78281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, all.

I've got this 21 (I think) inch black/white monitor today, but I don't have any information about it whatsoever. The ones I got this monitor from thinks that is is possible to use this monitor with the TT, to get to TT high res. Since I don't have any info about it, I ask here :) The monitor type;

Cornerstone DualPage monitor - model M/10720

This was the info I found on the back of it, and on the front it says;

ND Comtec

So, if anyone have any info about this thing, please don't hesitate to let me know. I have tried to search the web using altavista, and found a lot of Cornerstone DualPage monitor's but not one with the above model number. Any info on this is most appreciated..

Thanks.

Odd Skancke - ozk@atari.org

3355. Re: 2 new interviews.

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <vc%13.1638$NA2.87779@news1.telusplanet.net>
Source record: 78282

```
----------
In article <3747ce9e1f331a1@ford-trucks.com>, PATnANNA@ford-trucks.com (Pat
& Anna) wrote:

> on Sunday 23-05-1999 06:15, Bengy Collins wrote:
>
>>If you drift on over to MagiC Online you will find:...
>
> Hey Bengy,
>
> Thanks, a bunch, for the continued hard work! Now, get back to those
> graduation activities. ;-)
>
> Pat

Hey :)
Unfortantly, all grad stuff is over with! :)) I had apretty good grad, but
the partying through my sleep schedule off track for over a week :)
Anyways, thanks for your support (And everyone else too..)

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--
```

3356. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <3747557e1cf1660@club-internet.fr>
Source record: 78283

Hello,

in article <927416304-786221AEicMi@post3.tele.dk>
Joergen Bak wrote on Sun 23-05-1999 00:28 (+0200):

> BTW, I like to have a cable with connections for 2 drives, but so far I haven`t been abel to
> find any with 44 pins.

You may want to look for an Amiga store to find this cable.

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
-A horoscope is a tale told by an idiot and believed by a fool: Gordon Bowler

3357. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7ia1kh$q95$1@news8.svr.pol.co.uk>
Source record: 78284

Hi,
has anyone been running Gemulator,have you had any problems,software,ect.
Where can I find out more about it,
please let me know,ta,
thanks,Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

3358. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <374892bf$0$10475@news.zetnet.co.uk>
Source record: 78285

Ah, found you!!

On 22 May 1999 23:01:31 , webdesign@accrington-web.co.uk wrote:
> Good old fashioned contradiction...They are all the same But! :))
>
> >ST = Base model
> >F = Internal floppy disk drive
> >M = TV Modulator
>
> Thems differences alright..

You know what I mean! They're all the same computer but with
different add-ons! Now the 1040STE *was* a different machine. For the
original poster of the question, the "E" stands for enhanced. It had
all the add-ons listed above, but was also a revamped machine,
containing different audio hardware, operating system, and other
things that I can't quite remember.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3359. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <37489bec$0$10480@news.zetnet.co.uk>
Source record: 78286
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'm in Spokane, WA

Spoklane WA WHERE??? God It must be America but there is a world
outside it you know,or do you?
I'm only 20 miles from Heckmondwyke

3360. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: rcollins@gcfn.org
Message-ID: <7ia67t$c75@acme.freenet.columbus.oh.us>
Source record: 78287

P�l Monstad (pmonstad@online.no) wrote:
: I think we all should send a mail to ROM asking for the English release. As
: stated they have promised an English release at least the last year. I have
: been told the program itself has been translated. It was the HYP text which
: was not finished and caused the delay.

: P�l Monstad

I find this hard to beleive with such programs as GEMTrade that will even translate a German web page through CAB while you are on line.

Perhaps ROM Logicware is fishing for direct sales of this product to English speaking countries or are looking for another way to get English translations done with a lower overhead.

I have talked to Danish users who have translated programs (Papyrus 7 in particular) into english for their own use.

--
Raymond Collins	Ohio State University
Collins.197@osu.edu	Neuropathology
rcollins@gcfn.org	Research Assistant

3361. STe for Sale!

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: cq585@cleveland.Freenet.Edu
Message-ID: <7i7j4doim1@pale-rider.INS.CWRU.Edu>
Source record: 78288

Atari computer package: STe 4meg/Tos 2.06 allows(Drop and load program).
System Disk/Org. Atari Mouse Working Condition
New DD floppy replace 12/98 from "System of Tomorrow".
Power Cables/Manual
Computer/TV switcher/RCA cable
Org.Price$519.99)

Monitor SM124
Power Cables
Org.Price:$199.00

STe is Y2K ready!
Perfect for Studio Musician(Midi/Keyboard-Slave control).
*
All Above HardWare/Software is one owner property!
Excellent Condition!!!
*
Sold As is...
Very LOW Reserve!!!
Any question about above package e-mail:
rescueme@neo.rr.com.

Bid is at .99 right NOW!!!

Later

Frank
--
+++++++Atari is still alive...+++++++
Just waiting on Y2k?
rescueme@neo.rr.com

3362. FS: Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7i944vrkr1@ns1.thpl.lib.fl.us>
Source record: 78289

```
1040St/Stfm power supply (internal variety) good condition,,,,13.20
includes shipping by priority mail anywhere in the U.S.
Internal diskdrive double sided for any ST, good condition....13.20
includes shipping by priority mail anywhere in the U>S.
Keyboard internal ST/STe good condtion .....................13.20
includes shipping to anywhere in the U.S.

e-mail replies please and thanks sfpu@scfn.thpl.lib.fl.us
```

3363. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905231257.a44877@su2.maus.de>
Source record: 78290

Hallo Steve,

SS>I am beginning to sound like a parrot!
I'm sorry!

I'll stop now to give you advice that won't help you! :-((

Peter

3364. WTB: Mouse for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Alan K Baker <braindead@nospam.demon.co.uk>
Message-ID: <vsIkEGAEbIS3EwTy@senora.demon.co.uk>
Source record: 78291

I am trying to repair my cousin's ST, but the mouse has gone too far and
is generally shagged.

Has anyone got a standard ST mouse they'd like to sell me?

Please e-mail:

alan@senora.demon.co.uk

Regards

Alan

--
Alan K Baker - WurliTzer Willy. Hiroshima '45, Chernobyl '86, Windows '95.
www.senora.demon.co.uk
www.the-wurlitzer.freeserve.co.uk

3365. Re: FS: ST1040

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Sam Ward <samward@earthlink.net>
Message-ID: <37488F99.F8FF1249@earthlink.net>
Source record: 78292
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

Atari ST1040, SM124 monitor, lots more for sale ...

3366. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: papval@mail.otenet.gr
Message-ID: <3748b58c333c160@mail.otenet.gr>
Source record: 78293

on Fri 21-05-1999 15:28 DarkChyld wrote:

> Right. However, when I run CoNnect and issue an ATW(0,1,2) command, it
> says error... ;-(
>
> Its working too, I can issue the AT command and it comes back "OK". I
> have the standard AT&F1 set as my default configuration...so I dunno.
>
There's a tip that might be useful. If you have a floppy or CD of your
modem with window$ installation infos, you could take a look at the .inf
file. It contains several settings like:

HKR, Init, 2,, "AT&F&B1&C1&D2&M4&K1E0Q0V1&A3<cr>"
HKR,, Reset,, "ATZ<cr>"
HKR, Monitor, 1,, "ATS0=0<cr>"
....
[Fast]
HKR, Init, 2,, "AT&F1&B1&C1&D2E0Q0V1&A3S0=0<cr>"

This file doesn't contain any W(0,1,2) command, so it should be a register
setting or another AT command.

Actually the above is from win95 mdmusrcr.inf file, but you should try
the one that came with your modem, using CoNnect or even a PC to do it
for you and then save the settings in the modem's EEPROM.

Regards Vassilis

3367. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927416304-786221AEicMi@post3.tele.dk>
Source record: 78341

>From: rcain@zetnet.co.uk (Roger Cain)
>Date: 22 May 1999 19:03:23 GMT
>
>These sort of random read/write problems are usually electrical in
>origin.
>
>Is your termination OK?
>Do you trust the bus cable?

Yes,- I trust the cable, it`s the internal one I use with the other drive to. About 6 inches
long. It never gives any trouble with the 130Mb drive.
BTW, I like to have a cable with connections for 2 drives, but so far I haven`t been abel to
find any with 44 pins.

I`m not to certain about the termination. I don`t have any jumper on this drive. There is a small scematic drawing on top of the drive, showing how to set the jumper for Device 0, Device 1 and something I don`t know about, but it says Cable Sel on the drive?

This scematic shows, that for Device 0 there is no jumper, for Device 1 there is a jumper on
pin 1 and 2, and for Cable Sell a jumper on pin 2 and 4.

As I only have 1 internal drive, I don`t have any jumper on it. I did try to set the jumper on my first try, but non of my software was abel to see the drive then. That was before I had discovered that little drawing, and naturally, when I removed the jumper, it worked right away. And it did work like a charm for some time, then all kind of trouble came up.

I really don`t get it, at first I just copyed all files from the old drive, and everything worked fine. But not anymore.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3368. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7i7iad$n0g$1@black.interact.net.au>
Source record: 78342

On 22 May 1999 16:01:01 , Gordy wrote:
>On 22 May 1999 13:21:48 , James F. Haslam wrote:
>
>Hi James,
>
>>I've recently upgraded to v1.20 of STiNG, and its all been working fine,
>>until today, when I noticed "DNS cache load failure" coming up in the auto
>>sequence. This has not been happening before now.
>
>
>Have you been using MICQ?
>I found that this currupts the DNS cache file....

David, who started an earlier discussion on this subject, emits a loud
"AHA" - thankyou - one mystery solved.

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3369. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: hobbybill@aol.com
Message-ID: <19990522213129.14540.00003944@ng-co1.aol.com>
Source record: 78343

>>These sort of random read/write problems are usually electrical in
>>origin.
>>
>>Is your termination OK?
>>Do you trust the bus cable?
>
>Yes,- I trust the cable, it`s the internal one I use with the other drive to.
>About 6 inches
>long. It never gives any trouble with the 130Mb drive.
>BTW, I like to have a cable with connections for 2 drives, but so far I
>haven`t been abel to
>find any with 44 pins.

Sounds like you don't have the LBA stuff working on the hardrive. You'll still
boot with a hardrive
but will get erratic errors. Maybe you accidently disabled it. Hehe. I've done
that on my PC.
Had problems very much like yours.

Hope that helps,

Bill

3370. Carrier Detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-23 00:00:00 UTC
From: flawrenc@genie.idt.net
Message-ID: <7i7ouh$14n@nnrp1.farm.idt.net>
Source record: 78344

Thanks to all who answerd my inquiry on dropping the Carrier
Detect while browsing. I now think that it is the ISP. Rather that,
than blame an ATARI :~)

****
===== Frank Lawrence =====
===== Norman OK US =====
****

3371. TT & Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: NoNeed@forSpam.com
Message-ID: <374eda1f.2021029@news.earthlink.net>
Source record: 78145

I have made a list of all the things I have in boxes from earlier upgrades and
looking to Sell or trade. Pictures of items are available upon request.

Cables:
Too many to list here (I have a huge assortment of cables, please email me if
you are looking for a certain type.)

Drives:
Seagate ST-225 MFM 20mb HDD - 5 1/4 ($5)
(2 each) HP C1534 2gig scsi2 DAT tape backup ($150)
Quantum 230mb Apple scsi HDD - 3 1/2 ($20)
Seagate 160mb scsi HDD - 3 1/2 ($15) loaded with atari ST software
Seagate 400mb Apple scsi HDD - 3 1/2 ($35)
Quantum 80mb ide HDD - 3 1/2 ($10)
Quantum 365mb ide HDD - 3 1/2 ($25)

Modems:
Practical Peripheral PM288MT II v.34 - external 28.8 modem ($20)
US Robotics 14.4 fax/modem internal - ISA ($10)
(3 each) US robotics 33.6 fax/modem internal - ISA (PNP) ($25)
(2 each) US robotics 28.8 fax/modem internal - ISA (PNP) ($20)
Generic 28.8 Internal modem - ISA ($10)

Network:
Xircom PE3-10BC - Par port ether adapter ($20)
(6 each) Intel Ether 16 card 10baset - ISA (PNP) ($15)
IBM token ring card Turbo 16/4 - ISA (PNP) ($10)
SMC 16 bit ether card TP 10baset - ISA ($10)
3com etherlink tp transceiver ($5)
(6 each) appletalk phonenet adapter for appletalk network - ($5)

Mother boards:
486dx2/66 VLB MB w/ 256k cache - includes processor and 16meg of ram ($30)
486dx4/120 VLB MB w/256k cache - includes processor and 16meg of ram ($40)

Input devices:
(2 each) MS mouse ver2 - ps/2 (PNP) ($15)
HP mouse - ps/2 (PNP) ($10)
Gravis Phoenix 1010-1 Flight & Weapons controller system ($50)

Video Cards:
Oak Technologies 512k svga card - ISA ($5)
Cirrus Logic 512k svga card - ISA ($5)
S3 2mb svga card - VLB ($20)
Cobra Elite AT with spectrum upgrade (CAD card) - ISA (make offer)
Diamond Stealth64 4mb svga card - VLB ($25)

Sound Cards:
Media Visions Pro audio 16 PAS16sl - ISA ($10)
(4 each) Aztec 16 bit sound card, SB compatible, w/ headphones - ISA
(PNP) ($20)

Cards:
Micro speed bus card - for bus mouse and trakballs - ISA ($15)
IK 2nd&3rd Par port card - ISA ($20)
IK 3rd&4th HS serial card - ISA ($20)
(4 each) KW Multi I/O 16bit cards - ISA ($8)
Promise IDE & Floppy Cache controller w/4 of ram (uses simms) - VLB
($25)
IK Multi I/O controller card - VLB ($15)

Scsi Cards:
Adaptec AVA-2902I scsi 2 internal only controller - PCI (PNP) ($50)
16 bit scsi card external only - ISA (PNP) ($20)
Adaptec AVA-2940 scsi 2 - PCI (PNP) ($70)

Memory:
(25 each) 256k memory chips 16pin dip (make offer)
(11 each) 1meg 30pin simms (make offer)
(8 each) 256k 30pin simms (make offer)

Switch Boxes:
HD15 AB switchbox 2 position - for VGA/SVGA monitors ($10)

Keyboards:
Gateway 102 key - ps/2 style ($20)
HP 102 key - ps/2 style ($20)

Monitors:
CTX 15" digital svga monitor 1280x960 max res - (PNP) ($95)

Computer systems:
(2 each) Pentium 133 w/32 meg ram, 2 gig ide HDD, 3 1/2 floppy, mid
tower AT case, 101 keyboard,
mouse, no video card - ($100)

Compaq Presario 4860 333mhz Pentium II w 64meg ram, 2 gig IDE HDD, 3
1/2 floppy, DVD rom,
ATI Rage pro video (DVD playback and video capture), PCI
sound,Internal 56k modem, Mouse and
keyboard - Complete system ready to go with Win95 ($600) (check
Compaq's web site for a complete list of details)

Pentium 200mmx w/96 meg ram, 2 gig IDE HDD, 3 1/2 floppy, full tower AT case w/ 5 1/4 drive
bays, 101 keyboard, mouse and SB awe32 with 4meg ram - Complete ready to go with Win95 ($200)

Other:
Viking DLE-200a ring down unit
(5 each) Windows95 full OEM version CD's w/ manuals (sealed) - ($30)
(33 each) Windows98 full OEM version CD's w/ manuals (sealed) - ($45)
(7 each) Microsoft Home Essentials Software Bundle (sealed) - includes MS money,
Encarta 98, Word 97 and Hallmark greetingcard software - ($25)

PRINTERS:
Apple laserwriter IINT 300 dpi w/ extra paper tray & 4 toner carts, has serial & appletalk
interface. Unit has been reconditioned and motor has very low usage ($100)

Atari 8 bit:
Signalman 300 baud modem for Atari 8bit - for collectors ($20)

Atari ST Stuff:
(2 each) Mega ste/TT power supply - ($10)
Atari 520 STF with 4 meg ram, mouse and replacement keyboard - ($35)
Migraph hand scanner and cartidge (no software) - ($10)
(2 each) External SF354 720k floppy drives with power supply - ($8)
Atari TT030 with 2 meg st ram and 2 keyboards (unit needs work or use for spare parts.
Unit boots but does not see HDD, it may just be bad and has 1.44 floppy installed but not
floppy chip to support it.) - AS-IS ($45)

Atari Falcon030 no HD w/ 16meg ram, FPU, mouse, extra C-Lab replacement case, vga and
sc1224 adapters - ($150)

Amiga Stuff:
Amiga 3000 desktop, 6mb ram, 40 meg Hdd w/software, Keyboard, Mouse - ($100)

T h i n g s I w o u l d l i k e

Atari Jaguar stuff, Atari Portfolio stuff, Sega game console stuff, Gameboy stuff.

If you want to do cash then email me and we will work things out for shipping,
Average price for shipping is $5 to $7 for smaller items.

James
My email is vf1s05@earthlink.net

3372. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905242214.a38191@wun.maus.de>
Source record: 78146

Hallo Vassilis!

VP>Might take some time, but at the end you'll get the best results for
VP>your setup.

Well, I might get these results, but not before my next holidays come. From now on, Milan and Falcon #1 are located here in Bubenreuth again, whereas Falcon #2 will stay in Ahornberg. And there are some 120 kilometers in between, slightly too far away for my midi cables ;-)

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

Some Bavarian geografy:
Bubenreuth: Small town approx. 4km north of Erlangen, which itself may be found approx 30km to the north-west of Nï¿½rnberg.
Ahornberg: Small village, approx. 15km south of Hof, which is located 150km north of Nï¿½rnberg.

3373. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <37489944.C85C8B6D@cable.A2000.nl>
Source record: 78195

Martin Hï¿½ggbom wrote:
>
> Ronald's computer is broken (major broken) so Ronald will be gone for a
> while!
>

Thanks for the info.

I was in a nice conversation with him on st.tech.
So I was about thinking of asking what happened to him.

Give him my regards.
& Whish him luck.

Henk.

3374. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: rhenning@zetnet.co.uk
Message-ID: <37489b87$0$9533@znews.zetnet.co.uk>
Source record: 78196

Hi all,
is there anyone who has been using Gemulator,have you had any
problems,software ect,where can I find more about it,
Thanks,
Rob.
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

3375. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <37545e68.5977645@news.demon.co.uk>
Source record: 78197

On Tue, 18 May 1999 21:57:25 +0100, <tennent@mail.com> wrote:

>Does anyone know what having 20 bombs across the screen means?

Yeah, time to hit reset.

>I that the
>number of bombs you get denotes what sort of error it is, but I have long
>forgotten!

They do but there aren't any errors defined for this many. It'll be a
case of multiple crashes. Basically the system has been scribbled on
so bad it can't even recover after issuing the initial amount of bombs
so it promptly bombs again. After a while it'll get so bad the
processor will usually halt itself.

>It happens to me when I use Pacifist to play Championship
>Cricket from the Automation CD11 (or rather the disk image of it), and I go
>to play a County Championship game. Anyone else expirenced this and is
>there anyone who knows how to solve it?

Ah, if the game runs okay on a real machine (or even just bombs more
"reasonably") it is likely you've encountered an inconsistency in the
emulator. Good be worth a bug report?

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3376. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <375562bb.7084116@news.demon.co.uk>
Source record: 78198

On Fri, 21 May 1999 15:40:20 +0200, Henk Robbers
<H.Robbers@cable.A2000.nl> wrote:

>It is very difficult to tell jokes on Microsoft. In the end they all turn out
>to be truth.

Don't they just!

>Out of curiosity I installed Borland C++ builder on my wintel laptop.
>I compiled the famous program that puts "Hello world" on the DOS console.
>No windows application!!!

Don't bet on it. It's a Win32 console app. Won't run under DOS 'cos
it's all 32 bit code.

>After compiling about 143.000 lines!! I ended up with a .exe about the same size
>in bytes.
>But it worked!

And even better when you start fiddling with options you can whittle
it down to 7K!

I must admit BCB is growing on me, whereas I took one look at a VC
windoze app and thought ... well the 'f' word and 'that' about
describes it.

>I think one can have the complete MSDOS kernel linked in that amount of bytes.

I think 7K for the MSDOS kernel, considering its performance, is
definately bloatware. ;-))

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3377. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ia98g$9l9$1@snipp.uninett.no>
Source record: 78199

```
Martin Hï¿½ggbom <mabom@patronage.se> wrote:
> Ronald's computer is broken (major broken) so Ronald will be gone for a
> while!

Which one? His Falcon/CT2 or TT? What has happened?

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3378. wild.STAR

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: tkross@oio.net
Message-ID: <7iain2$97$1@remarQ.com>
Source record: 78200

I recently made a major move and prior to the move the power supply on my SyQuest died. Due to this, I don't have access to any of my old email. I know there were at least five wild.STAR nominations received that I have not been able to follow through on due to this. If you made a nomination, and I have not taken any action on it, please accept my sincerest apologies. Please take a moment to resubmit your nominations at:

http://wildstar.atari.org

Thanks,

Terry Ross
US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3379. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: tkross@oio.net
Message-ID: <7iajle$97$2@remarQ.com>
Source record: 78201

On 8 May 1999 08:47:04 G, Derryck Croker wrote:
>On 6 May 1999 13:15:47 G, "Enver" wrote:
>>Hi! All
>>
>>Can i found PDF printer for ATARI STe ?
>
>There's a Postscript/PDF file reader and printer utility (check my web
>site), but there's no way to create PDF files on an Atari AFAIK.
>
>Rgds, Derryck

This is a little late, but I just thought I'd put it in. I've written PDF files on my Atari. I design the page in PageStream, print it as PostScript (although, I have to reverse the orientation (if I want a portrait page, I have to print it landscape <shrug>). I then load the PS file into Ghostscript 1.2 - to print (to disk) a PDF file, just select "Ausgabe". Under "Ausgabe auf", select "Datei:", under "Ausgabegerat" select "pdfwrite". It seems to work fine, I've used it a couple of times recently to send PDF copies of my resume.

Sorry if this has already been answered, I haven't been up on c.s.a.st in a while.

Terry
--

US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
http://www.oio.net/~tkross IRC: qnr
for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3380. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <37490261.26761D77@ihug.co.nz>
Source record: 78202

Sure will. just throw them in and turn it on :-)

Steve Glass wrote:

> Will the bios auto find the new memory on the STE?
>
> Steve Stupple wrote:
> >
> > In article <37481A9B.AA16E4F3@net.ntl.com>, Steve Glass
> > <steve.glass@net.ntl.com> writes
> > >I have an ST with 2meg.
> > >
> > >Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?
> > >
> > >
> >
> > Hi
> >
> > If you've got a STE or MEGA STE the answer is yes.
> >
> > Further more the ST isn't very speed conscious and is possible to
> > install NON matching SIMM speeds. Ideally you should install the memory
> > in identical pairs (speed wise) in each memory bank.
> >
> > -- The Atari Software eXchange LaST PD
> > asx@atari.org * * * lastpd@atari.org
> > * * *
> > Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
> > Dfax: 0870 0521124 * * * Nick: MocknBird
> > ** *** **
> > Location: Narberth, Pembrokeshire, Wales, UK.

3381. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7ib098kmb1@pegasus.csx.cam.ac.uk>
Source record: 78203

Trevor Spencer wrote in message <3745eabb$0$10483@news.zetnet.co.uk>...
>
>Anybody know if this program by Brian Henderson is still supported
>and/or available?
>
>I've just come across a copy on my hard drive, I think I got it from a
>coverdisk around 1994/5.
>
>Trevor
>
>6 MB ATARI STe with Veloce+2
>NVDI TOS 2.06 MagiC Thing
>

Hi,
have you looked in the text file for Brian's address and tried asking him directly, from what I remember of my dealings with him about Routfinder he spends a lot of his time working out of the country and so both any replies to letters sent to him or updates will take a while.

I have an unregistered copy of V2.1 Brian sent me the last time I wrote to him, as far as I know it was the last update, if anyone knows differently I would be interested to know/obtain a copy to see how up to date the maps are with respect to some of the updating to the maps I have done.
I have made meny updates to my maps and have also kept a note of them, I am currently in the process of sorting them into several files. Once sorted I will make the files available for downloading from my web site so that other Routfinder users can use them to update their maps, some of the files will contain hit's, tip's and suggestions on ways of expanding the progammes use without it neeing to be re-written.

So as you can see I am semi-supporting Routfinder and a third party capacity, if anyone else has already done or is in the process of doing anything similar to this plaese mail me so that we could share notes/ideas.

Stephen Moss.

3382. Games foe Exchange/ CuBase Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7ib11g$lf8$1@pegasus.csx.cam.ac.uk>
Source record: 78204

```
CuBase Question.
==============
I have a freind who has just purchased a CD writer for thier PC but the
software supplied does not allow them to edit the music/data just copy and
store it.
Am I right in thinking that Cubase Audio allows you to edit the music and
that there is a version for the PC?.

Games for Trade.
==============
I have the following ST games for trade...

Dragons lair.
-----------------
Excellent almost cartoon quality animated graphics are what make this
Don Bluth game, close up you can tell it a computer animation but from
a few feet back you would think that your watching a real cartoon.
Game play is limited to finding the correct timing and combination of
Joystick movement and fire button that control Dirk's movements.
If you have not seen a Don Bluth game then it's worth a look,
considering that when it was released it cost £45 it's a steal.

Dog fight. 1MEG Required
---------------------------------------
Microprose flight sim.
Fly planes from WW1, WW2, the Falkland, Vietman and Korea either with
in their own time zone or planes from any era against each other in a
one-on-one dog fight.
Try shooting down a Harrier from a biplane or visa versa, it's not as
easy as it may sound.

Leisure Suit Larry 2
---------------------------
Adult Graphics adventure
*** Box contains Parental guidance warning ***

Frontier - Elite 2. 1MEG Required
-------------------------------------------------
Do I need to say any more.

Corporation.
-----------------
3D first person adventure/shoot 'em up. Use weapons, ID cards,
computer terminals and more to discover the truth about the
Corporation.
```

Battle Command.

Your tank is parachuted into enemy terratory from a stealth helecoptor,
can you compleate the mission and make it back to the pick up before
being destroyed.

M1 Tank Platoon.

Microprose Tank sim.
Fight in summer and winter, both day and night to defeat the pact
forces.
Control your tank from one of 4 positions (driver, gunner, commander
(battoned down), commander (riding on top)) and give orders to you
whole platoon and to any support units your given (extra tank units,
moblie missile launchers, recon and attack helecoptors, A10 tank buster
planes and artillary).

All games are complete with their origional disks, manuals and boxes,
all in excellent condition and have been virus checked using the
Ulitmate Virus Killer V6 and found to be clear.

Rather that see them tossed into the bin I will part with them in
exchange for 2 Minidisks per game, TDK MD-RGX74 Minidisks preferred.
This covers the cost of both the Game and Postage/Packaging.

Or three Games for 5 disks (Box of 5 Preferred).
Or 10 Disks for the lot (2x Box of 5 disks, or 1x Box of 10 Preferred).

The cost for the specified TDK MiniDisk is £2.50 to £2.80 each or
£12.00 to £13.00 for a box of 5.
MiniDisks are available from all good Hi-Fi/Music outlets,
Dixons/Curries, Robert Sayles and Argos.

Free *Free* *Free*
Free to anyone in the UK/europe who wants them two 256k SIMM modules
used to upgrade a 520 ST/STE to 1Meg.
Plugs into SIMM sockets on STE motherboard or Memory expansion board
fitted to an ST (eg Marpet Xtra-Ram)

e-mail me at sgm23@eng.cam.ac.uk to confirm availability.

Stephen Moss

3383. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <37492AAA.C91A8EC6@patent.gov.uk>
Source record: 78205

Every now and again there appears some truly valuable info on the NG and your's is one. I have the Full PageStream 2.2 package at home (typing at office), so can not check, but have a feeling that PageStream can not handle embedded images in Postscript, something about having to have a separate file. Am I correct. Even if I am your info. extends the use of our humble Atari. Thanks.

The latest GhostScript GEMGS is a first class implementation. I have displayed and printed some full colour adverts on the Falcon with it, albeit with a 1000:1 speed reduction from Adobe, but at least it can do it! The PDF help file that goes with the demo of DA's Layout defeats it however!

Bob King.

Terry & Karen Ross wrote:
>
> On 8 May 1999 08:47:04 G, Derryck Croker wrote:
> >On 6 May 1999 13:15:47 G, "Enver" wrote:
> >>Hi! All
> >>
> >>Can i found PDF printer for ATARI STe ?
> >
> >There's a Postscript/PDF file reader and printer utility (check my web
> >site), but there's no way to create PDF files on an Atari AFAIK.
> >
> >Rgds, Derryck
>
> This is a little late, but I just thought I'd put it in. I've written
> PDF files on my Atari. I design the page in PageStream, print it as
> PostScript (although, I have to reverse the orientation (if I want a
> portrait page, I have to print it landscape <shrug>). I then load the
> PS file into Ghostscript 1.2 - to print (to disk) a PDF file, just
> select "Ausgabe". Under "Ausgabe auf", select "Datei:", under
> "Ausgabegerat" select "pdfwrite". It seems to work fine, I've used it
> a couple of times recently to send PDF copies of my resume.
>
> Sorry if this has already been answered, I haven't been up on c.s.a.st
> in a while.
>
> Terry
> --
>
> US Distributor for: ST+ Fanzine & Atari Times Special Edition(s)
> http://www.oio.net/~tkross IRC: qnr

> for: Atari/Bangor Maine/Sled dogs/Scotland/Cherokees/Genealogy.
> Curious /and/ skeptical - To paraphrase Descartes: SUM ERGO COGITO

3384. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsasls.uxvis6bq9gzsN@pm-d11.rhein-main.de>
Source record: 78206

> that isn't much bother really...the bonus is that the silly wee
> internal speaker no longer sits there making horrid noises!!!!

Yes..
I mount the internal speaker below the bracked, hard disk, works fine
and i have the horrable sound again :)

> You of course also need a 44 -> 40 pin + power interface adaptor
> plug. System Solutions have these for less than 10 quid...they

Yep, some electronic dealers her sell these adaptors too..
Works fine, very easy handling. No solder, but flat wire
canï¿½t be longer. Keep it short as possible..

Fine way was we can have that adaptor with bus drivers..

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3385. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: rob.henning@atari7.freeserve.co.uk
Message-ID: <7ibdfc$i3m$1@news7.svr.pol.co.uk>
Source record: 78207

Hi all,
Is anyone running Gemulator,are there any problems with software ect,where
can I find out more about it,
please let me know, ta,
Rob.
ps,this message may be out already,there was a problem with freeserve
****
Rob Henning,
Surrey,
England.

Atari Falcon 14meg,Magic 6,
NVDI 5,Nemesis,Thing 1.27e.

Surfing the net on a Atari
.
****

3386. Re: Hellllp!!!! Boot problem!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <374940d6$0$10478@news.zetnet.co.uk>
Source record: 78208

On 23 May 1999 10:48:43 , Technoid Mutant wrote:
>I was fiddling with installing Stik/Cab. The installation failed
>halfway through and now my machine hangs at boot. It is loading
>something from the auto folder and if I let mint load the machine
>hangs. If I bypass Mint, the machine reboots. How can I get back to a
>desktop? I don't have a 'boot floppy' handy. How do I bypass the
>startup folder at boot time?

Hi there!

I thought that Stik and Mint weren't compatible, so maybe thats the
problem?

Anyway, most hard disk drivers allow you to hold down a key whilst booting
to bypass the Auto folder. Usually it's Control, but it might be Alt or a
combination of Ctrl, Alt and/or Shift.

You might have to wait until your hard disk driver appears on screen
before pressing the key(s), experiment.

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3387. Atari games cheats

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <374940d8$0$10478@news.zetnet.co.uk>
Source record: 78209

Hi all!

Does anyone know of a site where there are tips and cheats for Atari ST/Falcon games?

I'm especially looking for level codes for Evolution Dino Dudes on my Falcon, but having done a web search, all I can find are the Jaguar version's codes (they are different).

Also I'd like to find out if there are tips for the Falcon version of Pinball Dreams.

If there isn't such a site, I would like to start one, as part of my website. What do people think?

Cheers!

James

+--+-------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+-------------------------------+

3388. FS/T: Atari ST games [05/24/1999]

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: VideoGameAdvantage@DittosRush.com
Message-ID: <37540345.16251890@news.nls.net>
Source record: 78210

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 05/24/1999

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site. Unfortunately, none are for the Atari ST computers,
at this time...

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari ST computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection is currently on-line! Unfortunately, there is no
list for this system (cartridge and CD based systems only).

I have the following Atari ST software for sale or trade.

Unless specified, all items are *NEW* and are still shrinkwrapped.

SOFTWARE:

ATARI ST COMPUTER:

New diskette(s) [still shrinkwrapped! Includes box and manual]:
$ 6.00 Advanced Dungeons & Dragons: Heroes of the Lance (SSI)
$ 6.00 Alcon (Taito)
$ 6.00 All Aboard! (Terrific Software)
$ 6.00 Arkanoid (Taito)
$ 4.00 Art & Film Director (Epyx) -- $4.30 shipping, due to
weight, counts as 1st item
$ 6.00 Art Library 2 (Melody Hall) -- RIPPED SHRINKWRAP!
$ 6.00 Auto Duel (Origin Systems)
$ 6.00 Awesome (Psygnosis)
$ 6.00 Battleship (Epyx)
$ 6.00 BCPL Compiler (MetaComCo) -- RIPPED SHRINKWRAP!
$ 6.00 Blockout (California Dreams)
$ 6.00 Bobo (Terrific Software)
$ 7.00 Bubble Bobble (Taito)

$ 3.00 California Games (Epyx)
$ 6.00 Championship Wrestling (Epyx)
$ 6.00 Crash Garrett (Metal Hurlant)
$ 6.00 Cyber Print (Antic Software) -- NO SHRINKWRAP!
$ 3.00 Death Sword (Epyx)
$ 2.00 Devon Aire in The Hidden Diamond Caper (Epyx)
$ 6.00 Dive Bomber (Epyx)
$ 2.00 Dragon Scape (Free Spirit)
$ 6.00 Dynasty Wars (Capcom)
$ 6.00 East vs. West Berlin 1948 (Time Warp)
$ 6.00 Eliminator (Hewson)
$ 6.00 Emperor of the Mines (Impressions)
$ 2.00 Final Assault (Epyx)
$ 6.00 Forecaster III (Greg Kopchak)
$ 3.00 GFL Championship Football (Gamestar)
$ 6.00 Golden Path (Firebird)
$ 6.00 Goldrunner II (Microdeal)
$ 6.00 Hoyle Official Book of Games (Sierra)
$ 6.00 Hyperdome (Exocet)
$ 6.00 Impossible Mission 2 (Epyx)
$ 6.00 Jewels of Darkness (Firebird)
$ 6.00 Jupiter Probe (Microdeal)
$ 6.00 Karateka (Br0derbund)
$ 6.00 Keith Van Eron's Pro Soccer (Microplay)
$ 6.00 Knight Orc (Rainbird)
$ 6.00 L.E.D. Storm (Capcom)
$ 2.00 Lands of Havoc (Antic Software)
$ 6.00 Last Duel (Capcom)
$ 6.00 Leander (Psygnosis)
$ 6.00 Major Motion (MichTron)
$ 6.00 Man Hunter: New York (Sierra)
$ 6.00 Man Hunter 2: San Francisco (Sierra)
$ 2.00 Mean 18 Famous Course Disk Volume II (Accolade)
$ 3.00 Metro Cross (U.S. Gold / Epyx)
$ 6.00 Moebius (Origin Systems)
$ 3.00 Paint Pro (Abacus Software)
$ 6.00 Phantasm (Exocet)
$ 8.00 Planet of Lust (Free Spirit) -- ADULT content!
$ 6.00 Police Quest 2 (Sierra)
$ 6.00 Powerstone / Elf Lord's Magic (Starsoft)
$ 2.00 Prime Time (First Row)
$ 6.00 Professor Craps (Scorpio Systems)
$ 6.00 Project Neptune (Epyx)
$ 3.00 Quadralien (Spinnaker)
$ 6.00 Rambo III (Taito)
$ 6.00 Red Lightning (SSI)
$ 3.00 Renegade (Taito)
$ 6.00 Rick Dangerous (Microplay)
$ 6.00 RVF Honda (Microplay)
$ 6.00 S.D.I. (Cinemaware)

$ 6.00 Savage (Microplay)
$ 6.00 Silicon Dreams (Firebird)
$ 6.00 Slayer (Hewson) -- NO SHRINKWRAP!
$ 6.00 Space Quest I (Sierra)
$ 6.00 Space School Simulator (CRL Group)
$ 6.00 Star Quake (Terrific Software)
$ 6.00 Starglider (Rainbird)
$ 6.00 StarRay (Logotron Recreation)
$ 6.00 Stationfall (Infocom)
$ 6.00 Stunt Track Racer (Microplay)
$ 2.00 SwiftaR (Accustar)
$ 3.00 Techno Cop (U.S. Gold / Epyx)
$ 6.00 The Advanced OCP Art Studio (Rainbird)
$ 6.00 The Colonel's Bequest (Sierra)
$ 6.00 The Games (Epyx)
$ 6.00 The Guild of Thieves (Rainbird)
$ 6.00 The Pawn (Rainbird)
$ 6.00 The Sentry (Firebird)
$ 6.00 The Viking Child, Prophecy 1 (Imagitec)
$ 6.00 Tower Toppler (Epyx) -- NO SHRINKWRAP!
$ 6.00 Transputor (CRL Group)
$ 6.00 True BASIC (True Basic Inc.) -- NO SHRINKWRAP!
$ 6.00 Typhoon Thompson: Search for the Sea Child (Br0derbund)
$ 4.00 Warship (Strategic Simulations, Inc.)
$ 3.00 Winter Games (Epyx)
$ 6.00 Wizard's Crown (SSI)
$ 3.00 World Games (Epyx)
$ 3.00 World Karate Championship (Epyx)
$ 6.00 Zero Gravity (Microdeal)
$ 6.00 Zork I (Infocom)
$ 6.00 Zynaps (Hewson)

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.20 for the first game and $1.10 for each additional game. Shipping for hardware and accessories depends on weight/distance. Large orders will be weighed as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I

collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
#1) VGA2000@io.com -- for quickest response
#2) VideoGameAdvantage@DittosRush.com -- *backup* e-mail account
#3) dw901@cleveland.freenet.edu -- *backup* e-mail account

Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane

Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 5 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

3389. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990524092339.08323.00003557@ng22.aol.com>
Source record: 78211

How can the 3.5" hd fit in the 2.5" hd mounting bracket?
Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
ExtedDos Pro, ICD HD utilities.

3390. WTB: Riebl Ethernet card

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990524162235.26231A-100000@hal.fishpool.fi>
Source record: 78212

I'm interrested in a Riebl or Pam (Bionet) Ethernet card for my TT.
Please email your offer, location, etc.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3391. Desperately seeking...

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7iblidfin1@snipp.uninett.no>
Source record: 78213

```
...a Nova graphics-card for my TT. I don't even need the Mach64 or
ISA-interface, just the VME-card will do.

I'm also interested in a Crazy Dots or any other ET4000-card that works
with NVDI.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3392. SV: Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7ibmep$7tf$1@cubacola.tninet.se>
Source record: 78214
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Odd Skancke <oskancke@online.no> skrev i
diskussionsgruppsmeddelandet:Pine.MNT.4.10.9905232222200.93-100000@online.no
...

> I've got this 21 (I think) inch black/white monitor today, but I don't
> have any information about it whatsoever.

The TT has an ECL type output. Question is what's the expected input for your monitor? VGA, SVGA, ECL, CGA etc? Also, it is likely that your monitor requires one specific and precise H-sync and likewise V-sync value. The chances for the coincidence of the TT's sync outputs and for the inputs of the Cornerstone monitor are slim. Most likely you would need some kind of graphic card for this to happen.

Suggestions: Try to find out what company really made the monitor. The badge doesn't necessarily have anything to do with it! For instance: The Atari TTM194 is in reality made by an american company called Moniterm, it appears the TTM194 is in fact a somewhat customized Moniterm Viking. The Atari TTM195, similar in outlook to the TTM194, is made by Philips in Canada.

I have in my possesion a Sun monitor made by Zenith and another one made by Sony.
Both of these only sport the Sun badge.

After you've found the real producer you can more easily find info about your monitor on the Internet.

Attaching a non-Atari monitor and expecting the TT-high resolution is unrealistic. At least without a dedicated graphics card.

With a little luck, provided you have a graphic card that fits your monitor, you could make the monitor work . Probably you'll have better chances on a PC with Linux.

MG

3393. Re: SV: Cornerstone DualPage Monitor

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Odd Skancke <oskancke@online.no>
Message-ID: <Pine.MNT.4.10.9905241718120.190-100000@online.no>
Source record: 78215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Mon, 24 May 1999, Martin Graiter wrote:

>
> Odd Skancke <oskancke@online.no> skrev i
> diskussionsgruppsmeddelandet:Pine.MNT.4.10.9905232222200.93-100000@online.no
> ...
>
>
> > I've got this 21 (I think) inch black/white monitor today, but I don't
> > have any information about it whatsoever.
>
>
> The TT has an ECL type output. Question is what's the expected input for
> your monitor? VGA, SVGA, ECL, CGA etc? Also, it is likely that your monitor
> requires one specific and precise H-sync and likewise V-sync value. The
> chances for the coincidence of the TT's sync outputs and for the inputs of
> the Cornerstone monitor are slim. Most likely you would need some kind of
> graphic card for this to happen.

Yes, I know that TT has ECL type output. I have no idea what this Monitor
requires, or what type of input it needs. I do have a card for the
monitor, but I don't have any drivers, no info whatsoever...

>
> Suggestions: Try to find out what company really made the monitor. The badge
> doesn't necessarily have anything to do with it! For instance: The Atari
> TTM194 is in reality made by an american company called Moniterm, it appears
> the TTM194 is in fact a somewhat customized Moniterm Viking. The Atari
> TTM195, similar in outlook to the TTM194, is made by Philips in Canada.
>
> I have in my possesion a Sun monitor made by Zenith and another one made by
> Sony.
> Both of these only sport the Sun badge.
>
> After you've found the real producer you can more easily find info about
> your monitor on the Internet.

I'm pretty sure this monitor is produced by Cornerstone, and I have
searched the web for the model number, M/10720, but I can't find any info
about it.

>
> Attaching a non-Atari monitor and expecting the TT-high resolution is
> unrealistic. At least without a dedicated graphics card.

Yes, I think so too.. but since the person I got it from meant that it
can be used with the TT somehow, I though I'd search/ask for info, but
so far I'm not any wiser :)

>
> With a little luck, provided you have a graphic card that fits your monitor,
> you could make the monitor work . Probably you'll have better chances on a
> PC with Linux.

Yep, but that's not what I want .)

Odd Skancke - ozk@atari.org

3394. Re: Hellllp!!!! Boot problem!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37497E81.3A00D077@cheta.net>
Source record: 78216

I actually found a backup copy of my Link II boot disk. I have re-low-leveled
the drive and am back up and running. Thanks to all.

James F. Haslam wrote:

> On 23 May 1999 10:48:43 , Technoid Mutant wrote:
> >I was fiddling with installing Stik/Cab. The installation failed
> >halfway through and now my machine hangs at boot. It is loading
> >something from the auto folder and if I let mint load the machine
> >hangs. If I bypass Mint, the machine reboots. How can I get back to a
> >desktop? I don't have a 'boot floppy' handy. How do I bypass the
> >startup folder at boot time?
>
> Hi there!
>
> I thought that Stik and Mint weren't compatible, so maybe thats the
> problem?
>
> Anyway, most hard disk drivers allow you to hold down a key whilst booting
> to bypass the Auto folder. Usually it's Control, but it might be Alt or a
> combination of Ctrl, Alt and/or Shift.
>
> You might have to wait until your hard disk driver appears on screen
> before pressing the key(s), experiment.
>
> Cheers!
>
> James
>
> +--+--------------------------------+
> | James F. Haslam Now on ICQ! 37135025 | |
> | | Atari Falcon 030 14Mb MagiC 6 |
> | Email: jfhaslam@zetnet.co.uk | |
> | | Cheshunt Computer Club member |
> | Website: | |
> | http://www.users.zetnet.co.uk/jfhaslam/ | Yes, Ataris CAN surf the Web! |
> | | |
> +--+--------------------------------+

3395. Help with Mega4 and Multitasking/internet

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <37497F5C.3581ED4@cheta.net>
Source record: 78217

Before I go hog wild on my own, I would like some advice as the st is new to me.

I have a Mega ST4 (4mb), TOS 1.04 , an ICD Link II scsiface, an external (of course) 9600 v.42bis modem and would like to multitask and surf the net.

I don't want to spend any money on software as my old lady would kill me. I already have 32 computers in the house and shouldn't really be spending more..... ;-)

I have run Mint .95 for some time but I gather there are later versions than this. What is the best freeware multitasking environment for the ST? Where do I get it? Will it allow me to run my scsi cdrom as did mint .95? What about a browser/ppp setup? What is required?

3396. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Martin H&#65533;ggbom <mabom@patronage.se>
Message-ID: <37496bc7.0@d2o73.telia.com>
Source record: 78218

```
It is his Falcon that is broken, but I think that Ronald is setting up his
TT030
so he can get out on the net again!

--
Regards, Mabom
```

Woody Allen Virus: By-passes the motherboard and turns on a daughter card.
Martin-Eric Racine <q-funk@pp.fishpool.com> wrote in message
news:Pine.LNX.3.96.990523181341.24339A-100000@hal.fishpool.fi...
> On Sun, 23 May 1999, Martin H&#65533;ggbom wrote:
>
> > Ronald's computer is broken (major broken) so Ronald will be gone for a
> > while!
>
> Which one of them? Doesn't he have a MEGA-ST, TT and Falcon?
>
> --
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The Atari TT030 Homepage http://funkyware.atari.org/TT030/
> ----------
> Intellitel Communications www.intellitel.com +358 (5) 624 3283
>
>

3397. The Nordic Atari Show

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <927568482-41299AEicMi@ebox.tninet.se>
Source record: 78219

The Swedish Atari Users' Association (SAK) proudly present: 990525

T H E N O R D I C A T A R I S H O W ' 9 9

Where: IOGT-NTO, GOTHENBURG
The address is Fï¿½rsta Lï¿½nggatan 20.
When: 11th -- 13th of June 1998.
Opens 11 pm on Friday, closes 18 pm on Sunday.
What: Exhibition and seminars,
Two Networks with 15 computers connected.
Cost: 100 SEK for three days, 60 SEK for single days.
Info: More updated info at http://www.sak.nu/nas
E-mail: nas@goteborg.utfors.se (Nordic Atari Show)
info@sak.nu (Swedish Atari Users Association)
mille@atari.org (Mille Babic)
mille@atari-computer.de (German language)
BBS: STraight BBS +46 (0)31 336 39 73

Index: 1. WHEN AND WHERE?
2. WHAT WILL IT COST?
3. EXHIBITION
4. SEMINARS
5. OTHER ACTIVITIES
6. GENERAL RULES AT THE SHOW
7. WHY SHOULD I ATTEND NAS?
8. HOW YOU CAN FIND OUT MORE

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

We arrange the show for the fifth straight year we hope to fulfill
everyone's expectations and that this will result in the best possible
atmosphere.

In den letzten 5 Jahren ist die Nordic Atari Show zu einem festen Event
in der TOS-Szene herangereift, der mit jedem Mal besser besucht wird.
Austragungsort sind die Rï¿½umlichkeiten des Guttempler-Ordens Gï¿½teborg
in Schweden. Veranstalter ist die Swedish Atari User Association.
Gesucht werden weiterhin Atari-User, die Vortrï¿½ge zu bestimmten Themen
halten mï¿½chten.

1 - WHEN AND WHERE?

This year the show will begin on Friday, June 11 and end on Sunday,
June 13. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 10 p.m. on Friday and close at 6 p.m. on
Sunday.

NAS99 will be hosted at the IOGT-NTO (International Organization of
Good Templars) quaters located in Gothenburg and between two places called
Jï¿½rntorget and Masthuggstorget, just where the Stena Line ferries goes towards
Denmark.

A map for the route description at http://www.sak.nu/nas/find.html

2 - WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the
Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:-
* Single Entry ..... SEK 60:-

These prices include full access to all the activities being held during
NAS99.

3 - EXHIBITION

The exhibition hall is open:
Friday 11-20, Saturday 11-20 and Sunday 11-18.

At the exhibition you can see:

16/32 systems (England)
Nic Harlow has always been at NAS, so why any different this year?
He's sells CD:s for Atari, games and more.

SAK and SAK/Skane
The Swedish Atari Users' Association and the local department in Skane are
here too, to show different programs and computer systems in action.

4 - SEMINARS

Last years seminars were very much appreciated, something of which we
naturally have taken notice.

The SEMINARS will be held from 12 p.m. on Saturday

- Erik Hï¿½ll the author of MyMAIL describes the ethernet network part on NAS,
how the computers are connected and the system software running, such as
the Apache server installed on a Hades.

- Jonas Mï¿½ller Nielsen about MiNT/MiNTnet

- Kenneth Medin describes how his sub-net with Atari TT030 and Mega STe are
serial connected to the main network.

Martin-Eric Racine will cooperate and show how he connected his TT030, iMac and Stacy to the network as well.

- Mille Babic present how to create a webpage with the brand new Homepage Penguin Pro 3 by M.u.C.S

5 - MORE ACTIVITIES

* A very large network called Erika will be set up with several Hades machines, SUN workstations and Linux platforms. A apache server is installed in one of the Hades machines with a Internet gate.
Two sub-nets called Pia and Soumi with a TT030s, Mega Ste, iMac and Stacy also connected.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last years), hard disk throwing (this year it WILL happen!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and referees. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc.

6 - GENERAL RULES AT THE SHOW

* No smoking inside the building or by windows and doors.

* No alcohol, beer or anything like drugs will be tolerated inside the show. Please have fun with that outside in the city, but not at NAS99. All such things found will be confiscated, we are at IOGT-NTO as well.

* Keep a good attitude against other people and show your tickets to the staff if asked for it.

Anyone breaking these rules or acting violently will be thrown out of the show.

7 - WHY SHOULD I ATTEND NAS?

The Atari market now contains better apps and system software then ever before. We have seen that the TOS-compatible machines Hades and Milan actually was successful. Last year we could demonstrate a Milan computer days before it was released and this year we are up to show a Milan with MagiC Milan 6.1 installed.

We think that you care about the TOS platform and that you will visit us not only to walk around but share your experience with us. If you are from the Scandinavian regions then concider that NAS is the only Atari show this year in Northern Europe.

NAS is for all of us a opportunity to gather, together for a few days and let us know each other in person then electonically.

8 - HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our home page on the World Wide Web. This has been in existence since last two years and we'll try to update it as often as the information comes. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The addresses are http://www.sak.nu/nas and http://www.sak.nu

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 (0)31-336 39 73.

* The first issue this year of our club magazine "Atarimagasinet", will be released at the show.

* Our show co-ordinator is this year as well as last year, Mille Babic. He's supposed to know everything there is to know about NAS99. If you have questions to which you've been unable to get answers anywhere else you can send us a message at nas@goteborg.utfors.se or to Mille at mille@atari.org

All members 1997- will also receive welcome info about NAS and the status of the club.

KEEP THE TOS PLATFORM ALIVE.
WE ARE LOOKING FORWARD TO SEE YOU AT THE NORDIC ATARI SHOW 1999!

Best Regards

Mille Babic

3398. The Nordic Atari Show 1999

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Mille Babic <atari@ebox.tninet.se>
Message-ID: <927568486-42191AEicMi@ebox.tninet.se>
Source record: 78220

Hi all!

Now there is just a few weeks to our Atari show here in
Gothenburg. If you think you have something that will have
a Atari interest, then do not think twice, just show up
here. A GEM app, a game, a networking solution, a new
version of a program, hardware enhancments, anything...

This is as I always says, the only Atari Show here in
Scandinavia and I think the market or shareware authors
should have a interest in this.

The thema is Atari & Network, we are going to build up
a ethernet network, mostly with Hades machines and two
subdomains for Atari originals. If you have any interest
in networking with STinG, MiNT etc then this would be
your lucky days and ours, if you show up. We have also
plans that this network will have a Internet connection,
thus one of the machines have apache server installed and
all of you that can not show up could connect to us and use
services such as http, telnet and ftp.

There is lots of accomodation possibilities here in
Gothenburg and if someone of you just have to visit us
as cheap as possible, then we might find a place for you.

Best Regards

Mille Babic
E-mail: mille@atari.org
Homepage: http://mille.atari.org

3399. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <qRV8LXAjnYS3EwQT@steverosie.demon.co.uk>
Source record: 78221

In article <199905231257.a44877@su2.maus.de>, Peter Schneider
<Peter_Schneider@su2.maus.de> writes
>Hallo Steve,
>
>SS>I am beginning to sound like a parrot!
>I'm sorry!
>
>I'll stop now to give you advice that won't help you! :-((

Hi

By that comment, I thought I'd already tried and addressed your
suggestion. Nothing negative was meant by the answer:)

Thanks for the input;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3400. Re: Help with Mega4 and Multitasking/internet

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ic61ahvr1@snipp.uninett.no>
Source record: 78222

Technoid Mutant <Technoid@cheta.net> wrote:

> I have run Mint .95 for some time but I gather there are later versions

Indeed, the latest version is 1.15.1.

> than this. What is the best freeware multitasking environment for the
> ST? Where do I get it? Will it allow me to run my scsi cdrom as did
> mint .95? What about a browser/ppp setup? What is required?

This is easy - MiNT is the *only* freeware OS for the ST, atleast as long
as you need to be TOS-compatible. The latest MiNT-stuff can be downloaded
from most popular ftp-sites, but I believe ftp.funet.fi is one of the more
up-to-date.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3401. Re: The Nordic Atari Show

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <3749b3967bea0@ping.be>
Source record: 78223

on Mon 24-05-1999 17:47 Mille Babic wrote:

>The Swedish Atari Users' Association (SAK) proudly present: 990525

>
> NAS99 will be hosted at the IOGT-NTO (International Organization of
> Good Templars) quaters located in Gothenburg and between two places called
> Jï¿½rntorget and Masthuggstorget, just where the Stena Line ferries goes towards
> Denmark.
>
> A map for the route description at http://www.sak.nu/nas/find.html

I hope I won't forget the address this time as I did last year:-)

CU there
Martin

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be **********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3402. Re: STe for Sale!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: <>
Message-ID: <3749ac37.0@news.qnet.com>
Source record: 78224

```
On 23 May 1999 00:46:05 , Frank Wagner III wrote:
>
>
>Atari computer package: STe 4meg/Tos 2.06 allows(Drop and load program).
>System Disk/Org. Atari Mouse Working Condition
>New DD floppy replace 12/98 from "System of Tomorrow".
>Power Cables/Manual
>Computer/TV switcher/RCA cable
>Org.Price$519.99)
>
>Monitor SM124
>Power Cables
>Org.Price:$199.00
>
>STe is Y2K ready!
>Perfect for Studio Musician(Midi/Keyboard-Slave control).
>*
>All Above HardWare/Software is one owner property!
>Excellent Condition!!!
>*
>Sold As is...
>Very LOW Reserve!!!
>Any question about above package e-mail:
>rescueme@neo.rr.com.
>
>Bid is at .99 right NOW!!!
>
>Later
>
>Frank
>--

I'll bid $5.00 over shipping cost.

just a shot in the dark

*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3403. File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: markat@zetnet.co.uk
Message-ID: <3749b354$0$9534@znews.zetnet.co.uk>
Source record: 78225

Can anyone help please?

I have tried without success to un-Zip files downloaded from Internet and FTP sights. While the Zip files 'appear' to download without problems I can't extract the files without the error message 'ST Zip- Fails CRC Check' showing against some of the files during inflation.
If I try to run the resulting Prg file then I get TOS Error #35.
I have however been successful previously in obtaining Zip files from BBS sites.

Another problem I have is that I usually get three bombs on initial boot-up and I need to power-down briefly to get my system operating on the 2nd attempt which always works! It dosn't seem to make any difference if I boot from Hard or Floppy drive

Do I have a Hard drive problem which is also affecting the first problem???

My system is 4Mb Mega STE with internal 105Mb HD

Martin Holmes
Aberdeen

3404. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3749b58d$0$10474@news.zetnet.co.uk>
Source record: 78226

..and I'm only two miles from Whaplode Drove ! Surely WA is Western Australia isn't it ?

On 23 May 1999 16:25:33 , "kevin dermott" wrote:
>
>> I'm in Spokane, WA
>
>Spoklane WA WHERE??? God It must be America but there is a world
>outside it you know,or do you?
>I'm only 20 miles from Heckmondwyke
>
>.

3405. FS Falcon

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: paul.williamson@zetnet.co.uk
Message-ID: <3749b58d$1$10474@news.zetnet.co.uk>
Source record: 78227

Hi all,

One of my pupils has a Falcon + 14" monitor for sale. I'm a bit unsure of all the details but I think it is a 4meg. (I don't have access to the machine at present).

The owner lives in Cambridgeshire, UK and if you mail me direct I can put you in touch with them. Asking price is UK200.

Cheers

Paul

3406. STE-trouble!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: enbordal@online.no
Message-ID: <927582034-106993AEicMi@online.no>
Source record: 78228

Hallo!

I have been trying to get a STE-machine(2Mb) to work
with a HD (Maxtor ACSI), but every partition
disappeared as I tried to save something. (Luckyly it
did not matter as it was all old useless stuff.)
But connecting the HD to another STE(4Mb), made it all
work perfectly.
Why?
Is it possible to usa a patch to avoid the trouble, or
is it a hardware problem?

--
Norvald

Atari Falcon 030

3407. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: macdonald@cfc.dnd.ca
Message-ID: <7ice8ncch1@goblin.uunet.ca>
Source record: 78229

On 23 May 1999 16:25:33 , "kevin dermott" wrote:

Spokane WA is Spokane Washington. The west coast of the US of A, stuck
between California and Oregon. poor bast**ds! :-)
ken

3408. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: macdonald@cfc.dnd.ca
Message-ID: <7icedhcch2@goblin.uunet.ca>
Source record: 78230

On 22 May 1999 23:38:20 , "Sin" wrote:

hi
A recent NEW TAF member may be interested, and he is closer to you than
anyone else I know.
try
gsmith@eskimo.com
that's Gerald Smith in Seattle, OR
ken

3409. Re: PAPYRUS 7??

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: macdonald@cfc.dnd.ca
Message-ID: <7icer2cch3@goblin.uunet.ca>
Source record: 78231

>I have talked to Ulli Ramps a number of times. However, I have been
>hearing of an English version for almost 2 years.
>HiSoft has lost all Atari personel last year.

probably why all their Atari STuff is on sale!

>Ulli Ramps;
>GF & papyrus Support;
>R.O.M. logicware GmbH
>Raschdorffstrasse 99
>13409 Berlin
>Mailbox: ++49 / 030 / 4999 73 71
> FAX: 4999 73 72
> Tel.: 4999 73 73
> E-Mail: support@rom-logicware.com
>World Wide Web: http://www.rom-logicware.com
>You try it for yourself.

Uli Ramps was promisng a long time a TAF member (Harvey Wolfe) that he
could test out a beta of Papyrus7, but nothing came of it.
From my understanding (apologiST?) ROM apparently upgrades the *.rsc
file so often it makes it difficult to pick a "version' to translate.
I was told many times that an English version of Papyrus7 was on its
way. now it is at 7.5! :-(
I finally gave up and bought Papyrus 5 from HiSoft.
ken

-- >| Raymond Collins | Ohio State University | >|
Collins.197@osu.edu | Neuropathology |
>| rcollins@gcfn.org | Research Assistant |
>
>.

3410. Re: STE-trouble!

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: P&#65533;l Monstad <pmonstad@online.no>
Message-ID: <caj23.668$Wh1.3158@news1.online.no>
Source record: 78232

I guess it is a DMA-chip problem. Several STEs have this problem, and I know
a lot of them seams to be around in Norway. I know because I have replaced
the DMA in about 20 machines during the years. The faulty DMA chip can be
located by opening the machine and searching for the chip which is found
under the disk drive. I can't remember the number and text on the chip, but
I will search in my manuals if required.

P&#65533;l Monstad
PM data, Norway

enbordal@online.no skrev i meldingen <927582034-106993AEicMi@online.no>...
>Hallo!
>
>I have been trying to get a STE-machine(2Mb) to work
>with a HD (Maxtor ACSI), but every partition
>disappeared as I tried to save something. (Luckyly it
>did not matter as it was all old useless stuff.)
>But connecting the HD to another STE(4Mb), made it all
>work perfectly.
>Why?
>Is it possible to usa a patch to avoid the trouble, or
>is it a hardware problem?
>
>--
>Norvald
>
>Atari Falcon 030
>

3411. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7icf21$e14$1@news8.svr.pol.co.uk>
Source record: 78233

>what bugs me is sometimes when I bootup the 1st time, I'll pull down
>the sting dialer and click on enable and get a message box that tells
>me another program is accessing the port already?

I run Binkley as a BBS mailer, and if I try to use Sting without a
reset I get that.

>all i can do then is do a reset.

In my case I know whats causing it, Its Binkley that doesn't clear the
port for anything e;se to use it, it even does the same to Fiz Diz,
that won't work if Binkleys been used without a reboot.

I would presume you may have used asomeother comms software that is
doing the same.

Bfn Ste
Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

3412. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7icf24$e14$2@news8.svr.pol.co.uk>
Source record: 78234

On 23 May 1999 16:11:23 , Steve Glass wrote:
>I have an ST with 2meg.
>
>Both have 9 chips on each Meg. Can I use 1meg with 3 chips on each?
>

Yes you can mate, as long as each bank has ther same type of chip it
will work.

Just put the other 2 chips in the 2 remaining slots should do it.

If its an STFM though I think you will have to disable the internal
memory.

Bfn Ste
Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

3413. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7ici8sili1@black.interact.net.au>
Source record: 78235

On 23 May 1999 13:19:41 , Uwe Seimet wrote:
>Tom Derrick wrote:
>
>> Diamond Edge has several routines to check for bad sectors, some of
>> them quite strenuous, which would tell you for sure whether
>> something is up (be sure to back it up first!)
>
>Note that HDDRUTIL also offers a bad sector check.

I have now crawled all over my hard drives looking for bad sectors. I did not find any and, I must confess that, given the behaviour of the software, I did not expect to find any. Let me state again what that behaviour is.

On at least 50% of occasions, the computer will freeze while booting from switch-on to Magic 6.01 using either version 7.61 or 7.71 of HD Driver. Often, but not always, one of the floppy drive lights comes on as it freezes. Sometimes the boot will get as far as the desk-top appearing and I am able to complete a couple of actions before the TT freezes. But if I survive that far, the operation of the computer is the completely reliable.

If I replace v 7.(6/7)1 with v 7.00 this problem disappears, absolutely.

The computer never hangs when booting to TOS 3.06 with v 7.61 or 7.71

All the evidence suggests that, at least with my combination of hardware, there is some random instability in the combination of the most recent versions of HD Driver and Magic 6.01

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3414. Re: HPOptimiser 2.8 complete English re

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d53d$0$10483@news.zetnet.co.uk>
Source record: 78236

On 18 May 1999 21:09:00 , Peter Schneider wrote:

| . . . .
|JL>Well, to be doubly picky, the New Oxford Dictionary of English
|JL>actually gives the spelling as 'optimize' but allows 'optimise.'
|so Hans-Peter is right to keep the spelling, I suppose.

It doesn't matter in the least. Human nature being what it is there
will always be disagreements. I have come to realize that -ize is
the more traditional British ending for many words but I have
always tended to use -ise and find it difficult to change.

John Logan

3415. Re: Backward III

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d53f$0$10483@news.zetnet.co.uk>
Source record: 78237

On 20 May 1999 10:39:05 , BobKing wrote:
|Hope you received my e-mail and attachment. I tried to add a message,
|but after I had attached the Videl ZIP and gone to 'edit' (in Edith) I
|found the cursor lying on the first char of the address and the ZIP file
|hard up to the bibliography. What am I doing wrong with Newsie? Surely
|you can make up the recipient section, then write/edit the message text
|and then add any attachments? . . . .

I have a feeling that you need to select the attachment at the
beginning before you start the editing.

John Logan

3416. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d545$0$10483@news.zetnet.co.uk>
Source record: 78238

On 19 May 1999 17:21:03 , Ken Macdonald wrote:

| . . . .
|I have tried experimenting, there are basically no setting s to
|experiment with though.
|the HP LJII is a b/w printer so colour is not the problem.
|and P stands for postscript afaik, as you can install a postscript
|module in the printer if you want.
|maybe it has something to do with memory, perhaps i need more printer
|memory, as I have problems with Pagestream printing out half pages.

I really do think that 'p' is for personal. They do/did make an 'm' version of some of their printers (for use with Macs?) which were possibly postscript compatible.

In Papyrus 5 under Compatability there is an entry for Printer Imaging - 'Use screen drivers/Use MEMORY.SYS drivers'. I think it is this which you change if you are in an Atari colour mode (medium res say). It has nothing to do with the actual colours you are printing. I have 'Use MEMORY.SYS' selected because in the Hades I cannot find a monochrome setting for my large screen monitor.

You might also have a problem with printer memory. The new laserjets have some sort of memory compression, the older ones need more memory - I have fitted a couple with extra but I don't remember how much. 2 meg ought to be sufficient.

John Logan

3417. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d547$0$10483@news.zetnet.co.uk>
Source record: 78239

On 21 May 1999 23:22:35 , Trevor Spencer wrote:

|Anybody know if this program by Brian Henderson is still supported
|and/or available?
| . . . .

I got version 2.2 a year or two ago and registered it with him. Try writing to the address in the files. The program is on my Mega ST at work so I can't give you the address.

John Logan

3418. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d549$0$10483@news.zetnet.co.uk>
Source record: 78240

On 21 May 1999 23:31:33 , "cms" wrote:

|I need to replace a 1040 Atrai, which one:
|I seen 1040 ST, 1040 STF, 1040 FM ?
| . . . .

Of course it depends on what you want it for but if I was buying
again I would go for a MegaST with a separate keyboard, real time
clock and at least 2 mb and preferably 4 mb of ram.

John Logan

3419. Re: Newsie: what is the Author line?

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3749d54b$0$10483@news.zetnet.co.uk>
Source record: 78241

On 22 May 1999 13:21:45 , James F. Haslam wrote:

| . . .
|It's the Author line between the newsgroup line and the subject line of
|the Post/Followup News box in Newsie. This doesn't come up when you email.
|
|What exactly should I put in here (I've never used it)?

Well yours has your name on it at this end. NEWSie must have put it
there.

John Logan

3420. Re: Atari Falcon required urgently

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: kevin dermott <kdermott@zetnet.co.uk>
Message-ID: <3749d839$0$10477@news.zetnet.co.uk>
Source record: 78242

Doctor Clu <clu-da-bard@geocities.com> wrote in message
news:3746EB40.63FA@geocities.com...
> I do believe there is a Atari Falcon.. in the box... 4 meg, 86 meg hard
> drive, on the e-bay for a few more hours, for roughly $299.00.
>
> www.ebay.com search for "Atari falcon"
>
> Good luck,
>
> Doctor Clu
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!

not a lot of use to Carl seeing he's in the UK England you know that
place where all the good musicians come from

3421. update on monitor problem

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <37499da4.0@diana.idirect.com>
Source record: 78243

thanks for the advice. I'd gotten similar advice from Derryck Croker at Cheshunt Computer Club and from David Encill at Core/BSS (who produce Videlity).

Unfortunately, it's not working. Videlity has a "preview screen" function built inside its configuration program, and I have no problem seeing the preview screen for TrueColour sync up properly, so the monitor can handle it. It's at bootup that's causing the problem - as I'm noticing, the monitor goes through bootup properly, but then when the desktop portion comes up the screen goes completely black and the LED light turns yellow (which indicates that the Energy Star function turns on according to the manual).

The funny thing is - I got a small AUTO folder program with my Nemesis accelerator board (also by Core/BSS) that gives you a 640x480 TC screen - this one actually works. Now if I only know what the specs are for hZ setup I might be able to figure out what's going on.

I remember that I've had a similar problem about two years ago when I first got my Nemesis; we were without our video tablet at the TAF meeting where I was giving a demo of it, so we rented a digital SVGA monitor for the night from a computer dealer down the hall from our meeting place. Videlity choked on the monitor in TrueColour, but the HRTC program worked like a charm. My new LG monitor is also digitally controlled - could there be a connection? (My previous monitor, a Hyundai SVGA that was NOT digitally controlled, handled a 736x544 TC screen nicely - I got rid of it because of my concerns regarding radiation coming off it, and it couldn't handle larger, lower colour screens without having to go to the back of the monitor and tweezing it with the knobs).

In any case, I'm very pleased with my LG - it's a nice clear 15" screen, and it digitally saves my screen sizes so I don't have to twiddle with knobs. I'm now working with a really nice 800x608x16 screen as my main work screen now (Videlity works well at this mode) and I use CAB in greyscale mode nicely. But I would like to have a higher-res screen again for CAB work (640x480 is good for looking at photos, but really stinks at displaying at CAB, as the fonts look a bit blocky)

Anyway, maybe this additional info may give you an idea what is going on. Maybe a member of your club also has a digitally controlled monitor hooked up to a Falcon?

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3422. FS: TT & Falcon030 (US) all for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: NoNeed@forSpam.com
Message-ID: <374fda56.2075901@news.earthlink.net>
Source record: 78244

I have made a list of all the things I have in boxes from earlier upgrades and
looking to Sell or trade. Pictures of items are available upon request.

Cables:
Too many to list here (I have a huge assortment of cables, please email me if
you are looking for a certain type.)

Drives:
Seagate ST-225 MFM 20mb HDD - 5 1/4 ($5)
(2 each) HP C1534 2gig scsi2 DAT tape backup ($150)
Quantum 230mb Apple scsi HDD - 3 1/2 ($20)
Seagate 160mb scsi HDD - 3 1/2 ($15) loaded with atari ST software
Seagate 400mb Apple scsi HDD - 3 1/2 ($35)
Quantum 80mb ide HDD - 3 1/2 ($10)
Quantum 365mb ide HDD - 3 1/2 ($25)

Modems:
Practical Peripheral PM288MT II v.34 - external 28.8 modem ($20)
US Robotics 14.4 fax/modem internal - ISA ($10)
(3 each) US robotics 33.6 fax/modem internal - ISA (PNP) ($25)
(2 each) US robotics 28.8 fax/modem internal - ISA (PNP) ($20)
Generic 28.8 Internal modem - ISA ($10)

Network:
Xircom PE3-10BC - Par port ether adapter ($20)
(6 each) Intel Ether 16 card 10baset - ISA (PNP) ($15)
IBM token ring card Turbo 16/4 - ISA (PNP) ($10)
SMC 16 bit ether card TP 10baset - ISA ($10)
3com etherlink tp transceiver ($5)
(6 each) appletalk phonenet adapter for appletalk network - ($5)

Mother boards:
486dx2/66 VLB MB w/ 256k cache - includes processor and 16meg of ram ($30)
486dx4/120 VLB MB w/256k cache - includes processor and 16meg of ram ($40)

Input devices:
(2 each) MS mouse ver2 - ps/2 (PNP) ($15)
HP mouse - ps/2 (PNP) ($10)
Gravis Phoenix 1010-1 Flight & Weapons controller system ($50)

Video Cards:
Oak Technologies 512k svga card - ISA ($5)
Cirrus Logic 512k svga card - ISA ($5)
S3 2mb svga card - VLB ($20)
Cobra Elite AT with spectrum upgrade (CAD card) - ISA (make offer)
Diamond Stealth64 4mb svga card - VLB ($25)

Sound Cards:
Media Visions Pro audio 16 PAS16sl - ISA ($10)
(4 each) Aztec 16 bit sound card, SB compatible, w/ headphones - ISA
(PNP) ($20)

Cards:
Micro speed bus card - for bus mouse and trakballs - ISA ($15)
IK 2nd&3rd Par port card - ISA ($20)
IK 3rd&4th HS serial card - ISA ($20)
(4 each) KW Multi I/O 16bit cards - ISA ($8)
Promise IDE & Floppy Cache controller w/4 of ram (uses simms) - VLB
($25)
IK Multi I/O controller card - VLB ($15)

Scsi Cards:
Adaptec AVA-2902I scsi 2 internal only controller - PCI (PNP) ($50)
16 bit scsi card external only - ISA (PNP) ($20)
Adaptec AVA-2940 scsi 2 - PCI (PNP) ($70)

Memory:
(25 each) 256k memory chips 16pin dip (make offer)
(11 each) 1meg 30pin simms (make offer)
(8 each) 256k 30pin simms (make offer)

Switch Boxes:
HD15 AB switchbox 2 position - for VGA/SVGA monitors ($10)

Keyboards:
Gateway 102 key - ps/2 style ($20)
HP 102 key - ps/2 style ($20)

Monitors:
CTX 15" digital svga monitor 1280x960 max res - (PNP) ($95)

Computer systems:
(2 each) Pentium 133 w/32 meg ram, 2 gig ide HDD, 3 1/2 floppy, mid
tower AT case, 101 keyboard,
mouse, no video card - ($100)

Compaq Presario 4860 333mhz Pentium II w 64meg ram, 2 gig IDE HDD, 3
1/2 floppy, DVD rom,
ATI Rage pro video (DVD playback and video capture), PCI
sound,Internal 56k modem, Mouse and
keyboard - Complete system ready to go with Win95 ($600) (check
Compaq's web site for a complete list of details)

Pentium 200mmx w/96 meg ram, 2 gig IDE HDD, 3 1/2 floppy, full tower AT case w/ 5 1/4 drive
bays, 101 keyboard, mouse and SB awe32 with 4meg ram - Complete ready to go with Win95 ($200)

Other:
Viking DLE-200a ring down unit
(5 each) Windows95 full OEM version CD's w/ manuals (sealed) - ($30)
(33 each) Windows98 full OEM version CD's w/ manuals (sealed) - ($45)
(7 each) Microsoft Home Essentials Software Bundle (sealed) - includes MS money,
Encarta 98, Word 97 and Hallmark greetingcard software - ($25)

PRINTERS:
Apple laserwriter IINT 300 dpi w/ extra paper tray & 4 toner carts, has serial & appletalk
interface. Unit has been reconditioned and motor has very low usage ($100)

Atari 8 bit:
Signalman 300 baud modem for Atari 8bit - for collectors ($20)

Atari ST Stuff:
(2 each) Mega ste/TT power supply - ($10)
Atari 520 STF with 4 meg ram, mouse and replacement keyboard - ($35)
Migraph hand scanner and cartidge (no software) - ($10)
(2 each) External SF354 720k floppy drives with power supply - ($8)
Atari TT030 with 2 meg st ram and 2 keyboards (unit needs work or use for spare parts.
Unit boots but does not see HDD, it may just be bad and has 1.44 floppy installed but not
floppy chip to support it.) - AS-IS ($45)

Atari Falcon030 no HD w/ 16meg ram, FPU, mouse, extra C-Lab replacement case, vga and
sc1224 adapters - ($150)

Amiga Stuff:
Amiga 3000 desktop, 6mb ram, 40 meg Hdd w/software, Keyboard, Mouse - ($100)

T h i n g s I w o u l d l i k e

Atari Jaguar stuff, Atari Portfolio stuff, Sega game console stuff, Gameboy stuff.

If you want to do cash then email me and we will work things out for shipping,
Average price for shipping is $5 to $7 for smaller items.

James
My email is vf1s05@earthlink.net

3423. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-24 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3748704F.EC596C41@ihug.co.nz>
Source record: 78294

Hi there,

Dan Cable wrote:
>
> Unless you have a Falcon that is radically different than mine the above
> disks won't even fit. You will need to find a 2-1/2 IDE drive which is
> for a notebook computer and takes a different cable than the normal
> 3-1/2 IDE disk.

True the 2.5" disks are a perfect fit, but 3.5" disks can also fit.
The trick is to remove the internal (infernal!) speaker and mount
the disk 90 degrees around from the direction the 2.5" disks fit.
Make sure the connectors are at the PSU end...You may need to
mess around drilling holes in the 2.5" IDE mounting bracket but
that isn't much bother really...the bonus is that the silly wee
internal speaker no longer sits there making horrid noises!!!!

You of course also need a 44 -> 40 pin + power interface adaptor
plug. System Solutions have these for less than 10 quid...they
plug onto the motherboard IDE connector and turn that from a 44-pin
mini IDC conector into a 'standard' 40-way IDC connector + 4-way
12/5V power cable to power the disk...easy as pie...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3424. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3749D30B.487C0023@ihug.co.nz>
Source record: 78147

Hi there,

Robert Schaffner wrote:
>
> > that isn't much bother really...the bonus is that the silly wee
> > internal speaker no longer sits there making horrid noises!!!!
>
> Yes..
> I mount the internal speaker below the bracked, hard disk, works fine
> and i have the horrable sound again :)

I'm surprised you would keep the speaker!! :)

Also, how close is the speaker magnet to the drive casing?
The speaker isn't a 12" subwoofer but it is still a magnet...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3425. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3749D424.A7027F28@ihug.co.nz>
Source record: 78148

Hi there,

ANGIEF18 wrote:
>
> How can the 3.5" hd fit in the 2.5" hd mounting bracket?
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

It doesn't...you will likely have to drill some holes in the bracket
to be able to screw the 3.5" disk on somehow...only one end of the 3.5"
disk sits 90 degrees about on the bracket...the other half sticks out
towards the floppy disk drive. The internal speaker would otherwise be
in the way so you need to remove it...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3426. Re: FPU advantages

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <3749D57B.FB73AB97@ihug.co.nz>
Source record: 78149

Hi there,

BobKing wrote:
>
> I have at last installed an FPU on my Falcon. I can find no difference
> in speed between the ST/Falcon no FPU and the TT/Falcon with FPU
> versions of Photline 2.30, at least in the filter department. What am I
> missing. There is a list somewhere of progs. which are FPU aware and
> benefit, can any one point me.

I don't think Photoline ever used the FPU. I think it used DSP but thats
all. The difference between the two versions is likely to be that the
ST version is 68000 code whereas the TT/falcon version is 68030 code.

The best place to ask about FPU compatibility is the authors of the
software in question...a lot of Falcon software still will not use
the FPU (even though FPU is faster than DSP for some things!). Most
Falcons will not have an FPU, which is why the software rarely uses
it...

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3427. Atari Jaguar Stuff

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: angief18@aol.com
Message-ID: <19990524202314.04487.00004591@ng-fa1.aol.com>
Source record: 78150

I have the following for sale or trade.
Atari Jaguar, Jag CD, 1 Jagpad, 11 cartridge games, and 3 CD games, Atari Jag Games Strategy Guide.
I'll sell the whole lot for $200.00 (shipping extra) or trade for an Atari Falcon 030, with ide internal hd,in good condition.
Interested persons send reply to my email address.
Thanks,
Sam

3428. STiNG and IConnect - together?

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <374a0252.0@diana.idirect.com>
Source record: 78151

well, to my surprise, I've gotten IConnect (the TCP/IP stack that comes with CAB 2.5 and 2.7) to actually work with Internet Direct, my ISP. And judging by my tests of it, I think I want to use this with CAB all the time.

Now, I seem to remember a few weeks ago that someone said it was possible to have both STiNG and IConnect running and cooperating with each other. Or was I hallucinating this?

If not, could you please re-post the details on how it all goes together? Thanks!

**********Daniel L. Dreibelbis**********
Vice-President, Toronto Atari Federation (TAF)
Thorn in the side of TiFKAS and other net.twits
e-mail: dreibel@idirect.com
**********"Nevertheless, THE FUJI STILL LIVES!"**********

3429. Re: Evolution Dino Dudes

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Mark Phillips <mark@ataribloke.freeserve.co.uk>
Message-ID: <7id0f3$qe9$1@news4.svr.pol.co.uk>
Source record: 78152

Well done, I got bored after level 2.

However, I can't work out how to get past level 10

3430. Re: STiNG and IConnect - together?

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <3xo23.4039$8%6.308730@news1.telusplanet.net>
Source record: 78153

> well, to my surprise, I've gotten IConnect (the TCP/IP stack that comes
> with CAB 2.5 and 2.7) to actually work with Internet Direct, my ISP. And
> judging by my tests of it, I think I want to use this with CAB all the time.
>
> Now, I seem to remember a few weeks ago that someone said it was possible
> to have both STiNG and IConnect running and cooperating with each other. Or
was
> I hallucinating this?

Well what I believe they were talking about is that you can have , like I
do, Sting and iconnect enabled at the same time.. (sockets.prg and
sting.prg)

This makes it easy to switch between diff. client, with no need to reboot.
however, It would be very very nice if there was something like glueStik
for iconnect, or visa versa.

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3431. Re: Help with Mega4 and Multitasking/internet

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: ben@imperial.co.uk
Message-ID: <7idgs5$9mt$1@nnrp1.deja.com>
Source record: 78154

Hi,

> I have a Mega ST4 (4mb), TOS 1.04 , an ICD Link II scsiface, an
> external (of course) 9600 v.42bis modem and would like to
> multitask and surf the net.

Should be no problem on this setup although a 9600 modem may be
a bit slow to surf the Internet with.

> I don't want to spend any money on software as my old lady would kill
> me. I already have 32 computers in the house and shouldn't really be
> spending more..... ;-)
>
> I have run Mint .95 for some time but I gather there are later
> versions than this.

Yes, I think MiNT is now up to 1.15.x

>What is the best freeware multitasking environment for the
> ST? Where do I get it? Will it allow me to run my scsi cdrom as did
> mint .95?

Well, I think really that MiNT is the only freeware multitasking
environment for the ST, although you will need a multitasking AES
as well if you want to multitask GEM applications.

> What about a browser/ppp setup? What is required?

Personally, at the moment I use STinG. It's quite easy to setup,
supports PPP and is quite popular amongst us Atarians and so there
are always plenty of people to help you out if you have problems
setting it up.

There are a few WEB browsers available for the Atari, but at
the moment I would say that the only useable browser is CAB.
CAB is now a commercial product although the older version (1.5)
is still shareware and available for download.

You can find the latest MiNT version from :
http://yescrew.atari.org

If you download KEMD2.ZIP you will find version 4.1 of Atari's
Multitasking AES.

STinG can be found on the authors Home Page :
http://www.stud.uni-hannover.de/~perot/index-e.html

CAB 1.5 can be downloaded from :
http://www.flinny.demon.co.uk/

Regards,

Ben Hills.

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3432. [web] Atari World Wide listing

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: fg024@cleveland.freenet.edu
Message-ID: <7idh97$a1t$1@nnrp1.deja.com>
Source record: 78155

Howfy,
Yesterday I've updated my Atari worldwide listing page.
It can be found on my web page (see .sign).
Ludo
--
http://www.multimania.com/softkid

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3433. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7idhbv$69f$1@news8.svr.pol.co.uk>
Source record: 78156

On 22 May 1999 19:48:36 , James F. Haslam wrote:
>On 22 May 1999 16:01:01 , Gordy wrote:

>>>What is the DNS cache? What does it do? I still seem to be able to use the
>>>Net; email, web and FTP seems unaffected.
>
>>Not sure what a DNS cache is...
>
>Maybe someone else could enlighten us!

I believe that it holds the results of DNS queries: that's to say when you
type a URL the ISP converts that into the "real" address, and the DNS cache
on your drive gets updated at the same time. Presumably it's to speed up
resolving that site the next time you access it.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3434. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7idhc3$69f$3@news8.svr.pol.co.uk>
Source record: 78157

On 23 May 1999 14:54:43 , "Martin H&#65533;ggbom" wrote:
>Ronald's computer is broken (major broken) so Ronald will be gone for a
>while!

Please pass on my best wishes to Ronald - I hope that he's able to get his
Falcon up and running soon.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3435. Re: Pagestream Printer drivers

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7idhc4$69f$4@news8.svr.pol.co.uk>
Source record: 78158

On 23 May 1999 15:16:32 , broncos@primenet.com wrote:
>Does anyone know if there are more laserjet drivers out there
>than what are in the 2.2se package. Im looking for more
>600 dpi drivers like later 4 series or perhaps 5l or 6l
>printers.

If you're lucky someone might have written one and would be willing to send
you a copy - if not SoftLogic released the printer driver generator utility,
which should be available from the major Atari ftp sites.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3436. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7idhc5$69f$5@news8.svr.pol.co.uk>
Source record: 78159

On 23 May 1999 23:05:53 , Rob Henning wrote:
>Hi,
>has anyone been running Gemulator,have you had any problems,software,ect.
>Where can I find out more about it,

The best place to look for info is www.emulators.com

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3437. Re: Pdf writer for STe

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7idhc7$69f$6@news8.svr.pol.co.uk>
Source record: 78160

On 24 May 1999 04:13:34 , Terry & Karen Ross wrote:
>On 8 May 1999 08:47:04 G, Derryck Croker wrote:
>>On 6 May 1999 13:15:47 G, "Enver" wrote:

>>>Can i found PDF printer for ATARI STe ?

>This is a little late, but I just thought I'd put it in. I've written
>PDF files on my Atari. I design the page in PageStream, print it as
>PostScript (although, I have to reverse the orientation (if I want a
>portrait page, I have to print it landscape <shrug>). I then load the
>PS file into Ghostscript 1.2 - to print (to disk) a PDF file, just
>select "Ausgabe". Under "Ausgabe auf", select "Datei:", under
>"Ausgabegerat" select "pdfwrite". It seems to work fine, I've used it

<blush> I should have thought thro' this myself - this is a good tip.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3438. FS: Hardware & Software...

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Smooth1 <ctsprod@hotmail.com>
Message-ID: <927615097.768.94@news.remarQ.com>
Source record: 78161

These items gotta go!!! I need the space!!! They goes
as follows: <6671>

Hardware: All with Manuals

* Atari 1040 w/16 Megs and a switcher (8 to 16 Mhz) $275
* 130+ Hard Drive (In 2 cases connected by a cable) $150
* 500 + Hard Drive w/CDRom & Tape backup Drives $450
(Comes with 20+ Tape Carts, 4 CD case caddies & 1 Atari CD with
lots of programs - <Gemini Atari CD-Rom, Dec. 1993>)
>>>>> Oh... and I'll leave the software I have on it too! <<<<<
* Color Monitor ..... $ 35
* Black & White Monitor ..... $ 25
* Alfa Data Track Ball ..... $ 40
* Viva 14.4 Fax Modem ..... $ 25
* Zoom 14.4 Fax Modem ..... $ 25
* Atari SM804 w/Outburst..... $225
(Needs new drum and toner)
* Migraph Hand Scanner ..... $ 30
* Migraph Hand page scanner ..... $ 50
Hardware: No Manuals

* External disk Drive (Needs Power Adapter, Radio Shack) . $ 5

Software: All With Manuals

* Easy Draw ..... $ 10
* Degas Elite ..... $ 10
* Typesetter St ..... $ 10
* Stalker/Telecommunication Software ..... $ 20
* G+Plus ..... $ 10
* Migraph OCR/Optical Character Recognition Software ..... $ 10
* Mr Boston Official Bartender's Guide ..... $ 2
* The Juggler ..... $ 5
* Geneva/(Multi Tasking Program) & NeoDesk(Desk Top Prg .. $ 50
* Hyrid Arts Semte Track w/sync box ..... $ 75

Software/No Manuals:

* Hybrid Arts Ludwig Music software ..... $ 2
(Disk Only)

Games: All with Manuals

* F-15 Strike Eagle Flight Simulator ..... $ 10
* Elite/A Fantastic Voyage ..... $ 10
* Defender Of The Crown/Knight Fight ..... $ 10

* Knightmare/Knight Fight ..... $ 10
* ShadowLands/Barbarian Fighting ..... $ 10
* Barbarian/Fighting ..... $ 10
* Lemmings/Maze and Building ..... $ 10
* Ultra V Warrior of Destiny/Knights ..... $ 10
* Baby Jo/Baby Super Hero ..... $ 10
* Drakkhen/Dragons ..... $ 10
* The Pawn/Good and Evil Fight ..... $ 10
* Dragon Of Flame ..... $ 10
* Breach ..... $ 10
* Time Bandit ..... $ 10
* Quest Glory ..... $ 10
* Romancing The Throne ..... $ 10

Games Disk only:

* Dragon Master ..... $ 2
* Rambo 3 ..... $ 2

Programing Software & Book Combination:

* Mark Williams C Compiler/4 Disk/ and Update (2 Disk)
Mark Williams C For The Atari ..... $ 15

* CSD C Source Debugger1 Disk
Mark Williams CSD C Source Debugger For The Atari ST ..... $ 10

Programing Books:

* Prospero C, Language, AES Bining, Library, VDI Binding . $ 10
* Atari ST Internals/The Authoritative Insider guide ..... $ 5
* Atari ST Graphics & Sound/Mastering Capabilities ..... $ 5
* Peeks & Pokes/Hidden Secrets with in the Atari ..... $ 5
* Atari ST Application Programming ..... $ 5
* Atari ST Gem Programmer Reference ..... $ 5

Software Books with no Disks:

* Mark Williams resource Editor For The Atari ..... $ 3

>>>>>>>>>>>>> Package nogotiations are welcomed! <<<<<<<<<<<<<<
>>> For those who are interested I will sell whole lot for $1600
Buyer(s) pays shipping!! All reasonable offers will be considered!!!

e-mail: ctsprod@hotmail.com.com
I'm also willing to set up meetings using these programs:
* IRC(Internet Relay Chat) <everyone can use this>
* Netmeeting
* iPhone

3439. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374A5885.3FC4@ooc.de>
Source record: 78162

David Leaver wrote:

> All the evidence suggests that, at least with my combination of
> hardware, there is some random instability in the combination of the
> most recent versions of HD Driver and Magic 6.01

A lot of my beta testers and also myself use this combination, even with beta versions of MagiC. It's unlikely that there is a general problem of this kind because this would show up very early in the beta test stage.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3440. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374A5FFF.BA9C3316@SPAMBLOCKbassment.demon.nl>
Source record: 78163

Of course, the most funny bit about the bombs is what the Atari manuals write about them.. it supposedly means TOS detects an error that could "damage the operating system" (it still says so in the Mega STe manual which, IIRC, never had a disk-based TOS) :) The advice (please ignore this) is, if a program bombs, immediately switch off the computer "to protect the operating system" (lol!) and if it happens again, never use the program again. :)

I wonder how much damage I'd do to my operating system if I'd switch off my falcon immediately if one of my 30 processes under MiNT produces a buserror. I think I'd rather just continue working, thank you very much. :)

Just to prevent misunderstandings, the bombs are nothing more than a result of 680x0 TRAPs that are not used for anything else, ie the 680x0 error TRAPs (bus error 2 bombs, address error 3 bombs, devision by zero 11 bombs, stuff like that). I don't think there is any error that can cause a trap 20 (if my memory serves me right that is) so 20 bombs should indeed be a combination of errors. Pity Atari didn't remember to add a space behind the last bomb. :)

Maurits.

3441. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374A604C.39AD195C@SPAMBLOCKbassment.demon.nl>
Source record: 78164

Guy Harrison wrote:

> >I think one can have the complete MSDOS kernel linked in that amount of bytes.
>
> I think 7K for the MSDOS kernel, considering its performance, is
> definately bloatware. ;-))

Does MSDOS actually HAVE a kernel? :)

Maurits.

3442. Re: STE-trouble!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <374A67DA.F6E6A214@ihug.co.nz>
Source record: 78165

Yeah I had the same problem when I got my 4 meg STe when they first came out in Australia.
The guys at the repair place had it for a week and said there was nothing wrong with it.
Got it home same thing. So I took it back and told them to replace it again.
This time they did. (Still didnt believe me though) :-)

Mike

"Pï¿½l Monstad" wrote:

> I guess it is a DMA-chip problem. Several STEs have this problem, and I know
> a lot of them seams to be around in Norway. I know because I have replaced
> the DMA in about 20 machines during the years. The faulty DMA chip can be
> located by opening the machine and searching for the chip which is found
> under the disk drive. I can't remember the number and text on the chip, but
> I will search in my manuals if required.
>
> Pï¿½l Monstad
> PM data, Norway
>
> enbordal@online.no skrev i meldingen <927582034-106993AEicMi@online.no>...
> >Hallo!
> >
> >I have been trying to get a STE-machine(2Mb) to work
> >with a HD (Maxtor ACSI), but every partition
> >disappeared as I tried to save something. (Luckyly it
> >did not matter as it was all old useless stuff.)
> >But connecting the HD to another STE(4Mb), made it all
> >work perfectly.
> >Why?
> >Is it possible to usa a patch to avoid the trouble, or
> >is it a hardware problem?
> >
> >--
> >Norvald
> >
> >Atari Falcon 030
> >

3443. I am having a bad SCSI day...Please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7iedli$51c6$1@spnode25.nerdc.ufl.edu>
Source record: 78166

Hello friends:

I have a quantum 540 scsi I have used for 3 years and a Falcon 030
14. This combination as I said has been workin no problem. The scsi
Quantum is inside a metal box with its power supply.

Ok so the problem is that the other day i disconnected my CD ROM
from the chain and I can not boot my scsi Hard disk quantum . I
tired with the CD ROM alone with termination on and off and nothing.
I tried also changing the Quantums scsi number and nothing.

Now, I jknow the drives are fine because I tested them again on
another computer. I tested the continuity of the scsi cable and looks
fine.

When I boot AHI it reports "UNIT 0 not Responding"
If I use HDDRIVER it says " S/H Atari Megafile" for SCSI:0
So I am wondering if my SCSI Interface went bad!

When the driver loads it makes the Cd ROM or SCSI Quantum spin and
LED Lights but I get no ID from the drive.
Sometimes the driver stops until I turn the drive OFF and then other
AUTO PRG will load.

My Falcon's SCSI is set to 7
The CD ROM 1
The Quantum set to 0

Any ideas? Is there a system prg to check the complete system and
scsi interface?

Thanks a lot.

Raymond

3444. need TX81Z_ED.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Kasper <souren@sci.kun.nl>
Message-ID: <7ieed3$9i8$1@wnnews.sci.kun.nl>
Source record: 78167

Hi everyone!

I have bought a Yamaha TX81Z some time ago, and got this TX81Z edit-program with it. The problem is, the disk with the program is broken. TX81Z_ED.PRG won't load anymore! So now I'm looking for this file! Please e-mail it to me if you have it.

Greetz,
Kasper

P.S. I was in search for a monitor some time ago, and I found even more than one now. I hope to have two working Atari's pretty soon. That would really be nice for my MIDI setup :-)

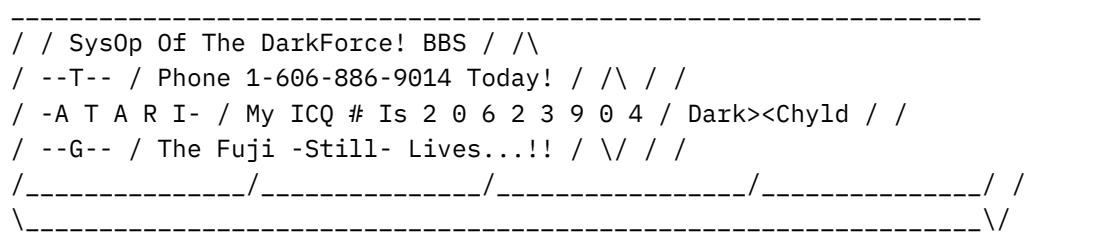
3445. Re: "True" modem speed?

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ieaqo$5g6$1@news.campuscwix.net>
Source record: 78168

On 23 May 1999 21:43:02 , Vassilis Papathanassiou wrote:

->There's a tip that might be useful. If you have a floppy or CD of your
->modem with window$ installation infos, you could take a look at the .inf
->file. It contains several settings like:
->
->HKR, Init, 2,, "AT&F&B1&C1&D2&M4&K1E0Q0V1&A3<cr>"
->HKR,, Reset,, "ATZ<cr>"
->HKR, Monitor, 1,, "ATS0=0<cr>"
->........
->[Fast]
->HKR, Init, 2,, "AT&F1&B1&C1&D2E0Q0V1&A3S0=0<cr>"
->
->This file doesn't contain any W(0,1,2) command, so it should be a register
->setting or another AT command.
->
->Actually the above is from win95 mdmusrcr.inf file, but you should try
->the one that came with your modem, using CoNnect or even a PC to do it
->for you and then save the settings in the modem's EEPROM.
->
->Regards Vassilis

Thanks Vassilis, I'll try that. I had actually called USR's BBS this week,
posting a message for help. Their reply was, (even though I picked Unix as
the OS) to download their updated Windows patch and run it. ;-)))))



3446. Re: Help:/ Confused which Atrai? *****

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: osian@zetnet.co.uk
Message-ID: <374ad92d$0$10846@news.zetnet.co.uk>
Source record: 78169

On 24 May 1999 01:41:48 , webdesign@accrington-web.co.uk wrote:
> There you go.. you did it again.. all the same but?
> I would say the difference between a dsk drive and not is fairly big

Not biting!

> OOer let me gues.. tsk...now what was it?... somehting to do with
> eeerm ..ho yeagh.... Blitter! :)

Ah yes, that was it! I only tend to remember significant things.

--
Chris Simon osian@zetnet.co.uk ! ! !
http://www.users.zetnet.co.uk/csimon/ ! ! !
! ! !
** Beware of a bearded man with a spoon up his nose ** ! ! !

3447. SV: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <ZJC23.3629$ax3.5471@nntpserver.swip.net>
Source record: 78170

> >My 520ST is going kaput. Turns on with either a screen full of
unstable
> >garbage, some bombs (some of which are distorted and torn), or,
> >occasionally and getting rarer, a normal bootup. I've pretty much
> >eliminated all external components (power supply, mouse, disk drive &
> >monitor) as trouble sources. Any suggestions?
>
> Sounds like the old 'unseated chips' problem again - they can work
> loose over time.
>
> You will need to get inside and push home all socketed chips. Clear
> out the dust and garbage while you are there :-)

It might not only be that the chips have come loose - many times the problems are due to oxides on the component pins or in the sockets. The most common chips to cause this kind of problems are the GLUE and MMU - the two squared chips. The problem is that you might damage the sockets if you're not careful - it's best to have a special PLCC lifter when you remove them...
To clean the legs and the sockets, get a fibre-glass pen to remove oxide.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3448. SV: Games foe Exchange/ CuBase Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <4KC23.3630$ax3.5471@nntpserver.swip.net>
Source record: 78171

Hi,

> CuBase Question.
> ==============
> I have a freind who has just purchased a CD writer for thier PC but
the
> software supplied does not allow them to edit the music/data just copy
and
> store it.
> Am I right in thinking that Cubase Audio allows you to edit the music
and
> that there is a version for the PC?.

That would probably be a question for the VST mailing list, eh?
Well, I'll answer anyway. You can use Cubase VST for PC for editing etc,
but there are a couple of other nice packages which might be better
suitable if he's not in need of the sequencing function, like for
instance WaveLab and SoundForge. Check them out.
Otherwise, there's no problem doing it on a Falcon either ;)

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3449. Re: Floptical drive with disks for sale ?42 including insured postage UK

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: spencer@SPAMTHISmaelstrom.freeserve.co.uk
Message-ID: <3747ed16.9596489@news.freeserve.net>
Source record: 78172
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On Sat, 22 May 1999 00:15:32 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>>I never got my Floptical working under HDDriver on my TT though it did
>>work with ICD Pro (v6.5.5 I think).
>Not another device that HDDriver can't see, it's all coming out now;p
Well I must admit this was an older version of HDDriver (probably
around 4.5x). I did ask Uwe who made some suggestions but nothing came
of it so I gave up on the floptical (which is languashing in a
cupboard somewhere).

Spencer

Remember, if replying REMOVE the SPAMTHIS part from my email address.

spencer@maelstromSPAMTHIS.freeserve.co.uk

3450. Re: STE-trouble!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <374B0344.45183729@excite.com>
Source record: 78173

Hi,
If it works fine on your other system, perhaps a loose connection
occurred somewhere with your cables. That would explain the sudden
disappearance and why it worked on the other system.

Andy Blakely

enbordal@online.no wrote:

> Hallo!
>
> I have been trying to get a STE-machine(2Mb) to work
> with a HD (Maxtor ACSI), but every partition
> disappeared as I tried to save something. (Luckyly it
> did not matter as it was all old useless stuff.)
> But connecting the HD to another STE(4Mb), made it all
> work perfectly.
> Why?
> Is it possible to usa a patch to avoid the trouble, or
> is it a hardware problem?
>
> --
> Norvald
>
> Atari Falcon 030

3451. Swap Wanted: Amiga CD32 with games for Jaguar CD System

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <ZJpwNAAQRwS3EwWd@steverosie.demon.co.uk>
Source record: 78174
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,alt.atari,comp.sys.atari.st,demon.adverts,uk.adverts.computer

Hi

I have an Amiga CD32 with the following games:

Brutal Football Alien Breed Special Edition/Qwak
Project-X/F17 Challenge Zool
Microcosm Diggers/Oscar

The only thing I don't have is the RF lead (standard lead from console
to tv), as all the consoles share the same lead.

I am after a Jaguar CD system and some games.

Please note I am the UK and shipping could be more than it's worth!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3452. ST X-FORMER ... need Docs!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374AFA9A.1FA3@geocities.com>
Source record: 78175

Alright, I've got ST X-FORMER 3.0... I've got the X-FORMER cable... but I'll be damned if the program won't see the 1050 drive I've got hooked up.

Im short.. It's fun shooting in the dark, but I think I'm ready to know what's going on. Where can I find some manuals for the operation of this somewhat fine emulator?

Doctor Clu

|||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3453. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374b0fd1$0$10478@news.zetnet.co.uk>
Source record: 78176

On 23 May 1999 07:50:05, Dan Cable wrote:

>Unless you have a Falcon that is radically different than mine the above
>disks won't even fit. You will need to find a 2-1/2 IDE drive which is
>for a notebook computer and takes a different cable than the normal
>3-1/2 IDE disk.
>
>

Incorrect in a minor way....TYou can get a 3.5 into the standard case without modifying the shield, but you have to mod the HD bracket and use an interface....ASP sells these, I use a 4.3Gb 3.5" drive in a STANDARD cased and shielded Falcon without any problems so far....used for D2D with AudioTracker..

chrisc

3454. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374b1039$0$10478@news.zetnet.co.uk>
Source record: 78177

On 23 May 1999 02:05:46, Pascal Ricard wrote:
>Hello,
>
> in article <927416304-786221AEicMi@post3.tele.dk>
> Joergen Bak wrote on Sun 23-05-1999 00:28 (+0200):
>
>> BTW, I like to have a cable with connections for 2 drives, but so far I haven`t been
abel to
>> find any with 44 pins.
>
>You may want to look for an Amiga store to find this cable.
>
ASP makes them to order....how long does it need to be and what orientation
do you want. Typical price would be around 15 UKP for two drops on a 25 cm
cable

chrisc

3455. Wanted Swap: An STFM for a Lynx II

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <65R4BSAz2wS3EwwF@steverosie.demon.co.uk>
Source record: 78178
Cross-posted to: alt.atari,comp.sys.atari.st,demon.adverts,uk.adverts.computer,alt.atari-jaguar,alt.atari-jaguar.discussion

Hi

I'm after an Atari Lynx II and games in exchange I have an Atari STFM
with software for it.

Please note that I am in the UK and it will cost a fortune to ship
outside of the UK.

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3456. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374b10d7$0$10478@news.zetnet.co.uk>
Source record: 78179

On 24 May 1999 13:23:39, ANGIEF18 wrote:
>How can the 3.5" hd fit in the 2.5" hd mounting bracket?
>Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
>ExtedDos Pro, ICD HD utilities.
>.

Flatten the HD mounts, remove the one at the PSU end, remove rear left leg of bracket, piece of cardboard between bracket and drive, mod PSU to have a connector for the HD, plug in interface converter, plug in cable , plug in drive, they hold themselves in place, no need to mount as far as I can see, just put the shileding back on,...

chrisc

3457. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374b0f11$0$10478@news.zetnet.co.uk>
Source record: 78180

On 21 May 1999 21:13:56, Joergen Bak wrote:

**S*N*I*P* Tale of woe....
>
>Someone suggested a virus, but that was my PC friends, and what do they know
>about Atari and virus??
>

Could be but very unlikely...

>Nah,- it must be something else, and it`s proberly my own mistake, but what am I
>doing wrong?
>
>

Sounds like you've got a bad one...esecially all those bad clusters...

chrisc

3458. STBook 4 sale!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: sandrija@pravo.hr
Message-ID: <7if38h$r91$2@as102.tel.hr>
Source record: 78181

ATARI STBook (1992) is now for sale.

Specs: 4 Mb RAM card (Toshiba) is installed,
HDD is IDE 2.5" 230 Mb,
external 1.44 floppy with ACSI port on its case,
power supply and charger + 3 home made batteries,
black serial mouse + driver,
custom software.

Computer can not be used currently (display connector needs
resoldering, or else...don't have time or need to check, worked
fine last time I switched it on, though). The upper side of
the case has small cracks on it.
WILL sell for spare parts! (but as whole package)

Make your best offer at my E-mail address: sandrija@pravo.hr.

3459. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374b12f1$0$10478@news.zetnet.co.uk>
Source record: 78182

On 23 May 1999 23:05:53, Rob Henning wrote:
>Hi,
>has anyone been running Gemulator,have you had any problems,software,ect.
>Where can I find out more about it,
>please let me know,ta,
>

I use it in an otherwise PC only workplace to run Scooter (the PCB design package) and anything else I can sneak in...it's fast, works well. runs Pagestream at a useable speed and persuaded me I needed a graphics card cos it works at 1024x768, fine under Win95...very useable for GEM software hopeless for games etc (use Pacifist)

chrisc

3460. FS:UMAX ASTRA 1220s with ScanxPRO, $169

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Nima Montaser <nima@nortelnetworks.com>
Message-ID: <374B16C8.75F6@nortelnetworks.com>
Source record: 78183

Hi guys,
I have an almost new Astra 1220s Umax scanner.
This is a unit used to develop UMAX functionality of
ScanXPRO. It is in pretty much in new shape.
It comes complete with the full hardware/software for
the original platforms.

I need to sell it to make room for the new 2400 series
to make ScanX function with it.

I am selling it for $165, including a copy of ScanX PRO
(saving at least 85 US$).

Prices in US$.

If you are interested, please drop me an email.
Shipping & taxes, if any, are extra.

Please send email to: homa@canada.com

Best regards,
Nima Montaser

--
****
Nima Montaser SKYLINE: ESN 39-36182
Nortel Networks TEL: 613-763-6182
Carrier Packet Solutions FAX: 613-763-1297
1P66-Software Development Tools e-mail: nima@nortelnetworks.com
My opinions are strictly my own, and not that of my employer!
****

3461. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <374B1CEA.FFD74199@cable.A2000.nl>
Source record: 78184

Maurits van de Kamp wrote:
>
> Guy Harrison wrote:
>
> > >I think one can have the complete MSDOS kernel linked in that amount of bytes.
> >
> > I think 7K for the MSDOS kernel, considering its performance, is
> > definately bloatware. ;-))
>
> Does MSDOS actually HAVE a kernel? :)
>
Good question.

Something like a peach?

Henk.

3462. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <374b3894$0$10475@news.zetnet.co.uk>
Source record: 78185

On 24 May 1999 08:54:20 , "Stephen Moss" wrote:
>
>Trevor Spencer wrote in message <3745eabb$0$10483@news.zetnet.co.uk>...
>>
>>Anybody know if this program by Brian Henderson is still supported
>>and/or available?
>>
>>I've just come across a copy on my hard drive, I think I got it from a
>>coverdisk around 1994/5.
>>
>>Trevor
>>
>>6 MB ATARI STe with Veloce+2
>>NVDI TOS 2.06 MagiC Thing
>>
>
>
>Hi,
>have you looked in the text file for Brian's address and tried asking him
>directly, from what I remember of my dealings with him about Routfinder he
>spends a lot of his time working out of the country and so both any replies
>to letters sent to him or updates will take a while.

That's the point, the text file is not in the folder and the 'about'
doesn't give his address. I just wonderewd if he had an e-mail
address.

various clips

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

3463. FS: Software

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: nermal <nermal@magicnet.net>
Message-ID: <374B4C50.4BE0@magicnet.net>
Source record: 78186

I have the following software for sale. If interested, send me an
e-mail.

Thank you,

A. F. C. St. Clair

Software with original disks and documentation:

Antic Software:
Star Struck the astrologer (will load and work from a hard drive)
Maps and Legends the Cartographer (only runs on old TOS)
Data Map Collection 1
CyberPaint (Pro Animation Studio) from Antic Publishing, Inc.

CAD-3D (version 1.0) [all 3 resolutions]
Human Design Disk (Requires CAD-3D)
Genesis - The Stereo Molecular Modeler (StereoTek Option)
Future Design Disk (Requires CAD-3D)
Fonts, Primitives, Hints and Tips (Requires CAD-3D version 1.0 or 2.0)
3D Developers disk for CAD-3D 2.0
Architectural Design Disk by Darrel Anderson (Requires CAD-3D)

Flash STO220 by Joe Chiazzese and Alan Page (telecommunication package) [medium and high resolution]

The New Technology coloring book (low resolution only and only works with the old TOS)

GFA Artist by Michtron
First CADD by Generic software

WANDERER by Pyramid Software includes two (red/green) stereo glasses.
1st Word with manual (versions 1.01 and 1.02)

Fahrenheit 451 by Ray Bradbury (Telarium)

HabaWriter (reported to be the worst word processor ever for the ST!) It ran properly on my system!

Thunder! spelling checker (Batteries Included) for word processors without a spelling checker. Works better than the spelling checker in 1st Word plus

Oo-Topos for Atari 520ST by Polarware (missing the ships map)
The Crimson Crown (further adventures in Transylvania (Polarware)
Temple of Apshai Trilogy by Epyx
TASS TIMES in Tonetown (Activision
Hacker II the Doomsday Papers (Activision)
Mercenary (Datasoft)

Silicon Dreams (Firebird)
Jewels of /Darkness (Firebird)
Flight Simulator II (Sub Logic) only runs from disk
Revolver (Intersect Software) load two or more programs on a 4 meg system.

3464. Re: STBook 4 sale!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Don Schoengarth <dons@qnet.com>
Message-ID: <374B4784.97F54283@qnet.com>
Source record: 78187

I am interested in your ST BOOK .Where are you located and how much do you
want fo it?

Don

Sasa Andrijasevic wrote:

> ATARI STBook (1992) is now for sale.
>
> Specs: 4 Mb RAM card (Toshiba) is installed,
> HDD is IDE 2.5" 230 Mb,
> external 1.44 floppy with ACSI port on its case,
> power supply and charger + 3 home made batteries,
> black serial mouse + driver,
> custom software.
>
> Computer can not be used currently (display connector needs
> resoldering, or else...don't have time or need to check, worked
> fine last time I switched it on, though). The upper side of
> the case has small cracks on it.
> WILL sell for spare parts! (but as whole package)
>
> Make your best offer at my E-mail address: sandrija@pravo.hr.

3465. Bad SCSI day ..Please help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7idhn4$9e7k$1@spnode25.nerdc.ufl.edu>
Source record: 78188

Hello friends:

I have this problem with my Falcon SCSI connection.
I have a Quantum 540 SCSI drive and this drive is good and I have been using it
for a while now without problems. The drive was working fine until I tried
to connect a new CDR. I have been using my Falcon with the SCSI Quantum and
a CD ROM NEC. Well after I experimented with my new setup for a while my SCSI
drives would not boot at all. Now none of the drives boot. I tried many things and
nothing. I connected only my CD ROM and does not boot, I connected my Quantum
, nothing. Is it possible that I may have damaged my SCSI Interface when I
disconnected the cable? Is there a prg to test the Falcon system for SCSI interface
problem? It is not a termination problem because my Quantum is inside a metal
case and I did not change its termination which is on as it is the last drive , I connected
thisone only
as a test. When I scan for IDS it reports "Unit 0 not responding" or
CH/Atari Megafile"

Any ideas? Thanks for you help

Raymond

3466. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-25 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905252112.a46548@su2.maus.de>
Source record: 78189

MVDK>Does MSDOS actually HAVE a kernel? :)
Do you happen to know what Windows 9x and an air conditioning system have in common?

As soon as you open a window it won't work correctly anymore.

ps

3467. Re: STBook 4 sale!

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990526085013.32418D-100000@hal.fishpool.fi>
Source record: 78045

On Tue, 25 May 1999, Don Schoengarth wrote:

> I am interested in your ST BOOK.
> Where are you located and how much do you want fo it?
>
> Don
> >
> > Make your best offer at my E-mail address: sandrija@pravo.hr.

Country HR = Croatia.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3468. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: mbenedet@mosquitonet.com
Message-ID: <9bM23.966$0m2.6424@newsfeed.slurp.net>
Source record: 78046

On 26 May 1999 00:30:53 , Slc.Dennis Bishop wrote:
>On 24 May 1999 21:07:13 , Stephen Barszczak wrote:
>>
>>I would presume you may have used asomeother comms software that is
>>doing the same.
>>
>nope, no other comm stuff even on my hard drive and this happens on
>the very 1st COLD BOOTUP of a day.

Select the comm port you are using in the STinG Port Setup CPX and see
if the active box is X'ed. If it is, clear it then save. Good luck.

Mitch
mbenedet@mosquitonet.com

3469. Re: I am having a bad SCSI day...Please hel

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: mgrove@iwvisp.com
Message-ID: <7ig398kgt1@remarQ.com>
Source record: 78047

Just a thought since your using AHDI. Have you ever set the boot ID's with
Uwe's AHDI applicaton? If AHDI is expecting to see ID 0, and the
device is not connected, it will not get past that ID.

Mike

On 25 May 1999 14:55:46 , guitarra@afn.org wrote:
>Hello friends:
>
>
>I have a quantum 540 scsi I have used for 3 years and a Falcon 030
>14. This combination as I said has been workin no problem. The scsi
>Quantum is inside a metal box with its power supply.
>
>Ok so the problem is that the other day i disconnected my CD ROM
>from the chain and I can not boot my scsi Hard disk quantum . I
>tired with the CD ROM alone with termination on and off and nothing.
>I tried also changing the Quantums scsi number and nothing.
>
>Now, I jknow the drives are fine because I tested them again on
>another computer. I tested the continuity of the scsi cable and looks
>fine.
>
>When I boot AHI it reports "UNIT 0 not Responding"
>If I use HDDRIVER it says " S/H Atari Megafile" for SCSI:0
>So I am wondering if my SCSI Interface went bad!
>
>When the driver loads it makes the Cd ROM or SCSI Quantum spin and
>LED Lights but I get no ID from the drive.
>Sometimes the driver stops until I turn the drive OFF and then other
>AUTO PRG will load.
>
>My Falcon's SCSI is set to 7
>The CD ROM 1
>The Quantum set to 0
>
>Any ideas? Is there a system prg to check the complete system and
>scsi interface?
>
>Thanks a lot.
>
>Raymond
>
>.

3470. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374B9CEC.6064@ooc.de>
Source record: 78048

Joergen Bak wrote:

> What is this LBA-Support stuff? I've try to study the manual for HDDRIVER v.
> 7.72, in German, and I can't find anything about LBA in it. Well, I'm not
> good at reading German, but LBA is LBA in any language, isn't it.

LBA addressing is required to support IDE drives > 8 GBytes. The
HDDRIVER manual doesn't say anything about it because there is nothing
for the user to configure, it simply works.

> Please explain to an ignorant, is it someting I can do anything about or is
> HDRIVER handling it all by itself?

HDDRIVER handles it all by itself, so a drive requiring the special LBA
addressing mode can simply be connected without the user having to care
for any configuration option.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3471. Atari stuff (holland)

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: gjdz@zeelandnet.nl
Message-ID: <374ca2e2.1464555@news.zeelandnet.nl>
Source record: 78049

http://people.zeelandnet.nl/gjdz/index.html

3472. Re: Malfunctioning 520ST-Help

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <374BA1CA.ADCFA4D6@directprovider.REMOVETHECAPITALS.net>
Source record: 78050

Steve Stupple a ï¿½crit :
>
> In article <927382498@acpu.com>, Tom Derrick <tom.derrick@acpu.com>
> writes
> >
> >
> >Verily, it sounds like your chips are creeping out of their sockets.
> >Re-seat them. (Or give it the 4" drop test).
> >
> >Nick - this has got to be in the faq!

It is.

>
>
> The 3, 4, 5... inch drop fix isn't that good for the computer, and so
> should be used as a last result! or am I wrong?

Actually it's more like a quick fix. The last try should be opening up
the machine and reseating all the chips by hand.

Never do either of these with the machine switched on of course!

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3473. Re: Pacifist more questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <374BA14B.3D7B4D53@directprovider.REMOVETHECAPITALS.net>
Source record: 78051

tony wycihowski a ï¿½crit :
>
> Thanks for the information
>
> Now how does the stander Atari structe is system folders... etc

There is no standard structure, since the OS is in ROM, not on disk. The
only obligations for the system are to have ACC files in the root
directory and an AUTO folder for programs that will be run on bootup.
You're free to put anything else wherever you want.

> and how
> do you setup for font that kind of stuff. Screen savers.

For screen fonts you would need NVDI (commercial). Screen savers would
be either ACCs or AUTO progs, depending on what the docs say.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3474. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <374BA32E.7B425441@directprovider.REMOVETHECAPITALS.net>
Source record: 78052

Steve Glass a ï¿½crit :
>
> Will the bios auto find the new memory on the STE?
>

Bios ??? This isn't pc world ?

That makes it sound like a HPUX friend of mine who told me he didn't
have time to upgrade RAM on one of his servers, because you have to
actually recompile the kernel to get it to work!

The ST is REAL plug'n'play. TOS will recognize as much ram as it has, at
least within the 4Mb limit.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3475. HELP: Cable wiring ST video <-> SCART

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Kees Maas <C.W.A.Maas@nl.cis.philips.com>
Message-ID: <7ig8en$n1f$1@cenews.ehv.ce.philips.com>
Source record: 78053

Hi,

A couple of years ago I brought my old Atari ST 1040F to my wife's school as a game computer for the children in het class. It has become the most popular computer at her school.

Yesterday she brought it back, several problems. :-(

To fix one of these problems I am looking for a wiring diagram to connect the video out of the Atari ST to a monitor with SCART connector, this because severel of the wires in the cable are loose and I don't know which wire goes where.

Please help me, my wife, and the 16 children in her class.

Thanks for reading this,

Kees Maas
Stiphout
The Netherlands

3476. Re: need TX81Z_ED.PRG

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: mt@telebyte.nl
Message-ID: <7ig911$649$1@rubens.telebyte.nl>
Source record: 78054

On 25 May 1999 17:05:25 , "Kasper" wrote:
>Hi everyone!
>
>I have bought a Yamaha TX81Z some time ago, and got this TX81Z edit-program
>with it. The problem is, the disk with the program is broken. TX81Z_ED.PRG
>won't load anymore! So now I'm looking for this file! Please e-mail it to me
>if you have it.
I have a better idea. Download YSEDT2_6.ZIP from my homepage :

http://www.telebyte.nl/~mt/yseditor.htm

This is a very fine editor for the TX81Z. You can load voicebanks from
other dump and editsoftware for the TX81Z in this program without
problems most of the time. So you can easily switch to this program if
you used another program before. Try it!

See you on my homepage!
****
* That's it folks ! *
* *
* Martin Tarenskeen *
* Homepage: http://www.telebyte.nl/~mt *
****

3477. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47214@oden.se>
Source record: 78055

on Sat 15-05-1999 09:33 Derryck Croker wrote:
>On 13 May 1999 18:50:00 , Ronald Andersson wrote:

>>Another mail from Centek also mentions that they are now planning for the
>>next CT2 production series. This will be identical to the CT2B, but will
>>be renamed simply to "CT2" without any letter at the end. The reason for
>>the new production is that the old series is already sold out !
>
>Wouldn't it be nice if the thro' port reappeared!

I don't think it will, because a normal through-port would not work for
most cards anyway, because of the CT2B CPU fan. This makes it a much
better idea to either have the kind of add-on through-port that Centek
already made (and *should* market), or to *demand* that makers of graphic
cards include a through-port in them, so the CT2B can be plugged into it.

But the best bet is Centek's add-on through-port, as that will definitely
allow any card to be plugged in.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3478. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47215@oden.se>
Source record: 78056

Hello Johan,

on Sun 16-05-1999 11:47 Johan Klockars wrote:
>In article <373a5aca73213b7@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

----- snip ----- re: APPs using VRAM on graphics cards
>>
>>Yes, that should help a lot, but the capacity for such things, and the
>>methods used, would have to vary a lot for different cards I think.
>
>Certainly. It's a lot better if it's possible, though, and I think it
>could be done transparently (as in the buffer being put in normal RAM
>if it doesn't fit on the card).

Yes, that should work, and would allow a consistent implementation even for
cases where no card RAM at all is available.

>>>It's simple enough to cache icon bitmaps in local RAM on the graphics
>...
>>That should also help a lot, but how exactly do you then determine that
>>it is the _same_ image ? It could be entirely changed even if still in
>
>I put a marker and an index into the first long word of the image data
>in RAM. The cached data is not used if those aren't correct.

So if I use a normal Blit call to draw an image on screen, then the driver
will modify my original copy of that data...?!? No thanks !
I certainly hope I misunderstood what you meant above.

>This could of course, theoretically, still cause problems if an
>application modified part of the bitmap, but I don't think that's
>very likely. If it happens, you can turn off the caching.

It can also cause problems if the unmodified bitmap is needed for any
other purpose, as part of the original data was modified by the driver.

As I see it that sort of thing can only be done by newly defined functions
specific to that particular driver, not in any generic GEM drivers, as the
modification of source data is a new behaviour that never existed in any
traditional GEM drivers.

>>the same RAM area. Also, not all icons use 32x32 format. Very few of
>>the ones I use in Thing do.
>
>I've not seen file icons (which is the only ones I think it's worth
>worrying about (since other icons are not likely to be drawn very often))
>of other sizes, but I'm aware that some desktops can handle them.

Modern desktops (eg: Thing, Jinnee, etc) are capable of handling icons
with freely mixed sizes. Even the normal 'NewDesk' of Atari can display
icons of any size, though it assumes that all active icons use the same
size as object #1 in the icon 'form' does.

>Could you perhaps point me to some archive that contains a few I could
>test?

There are lots of archives around for Thing icons, but I have not memorized
any URLs for such things, as I prefer to make my own icons.

On my homepage you can find an extreme case of 'micro' icons intended for
use with the normal Atari 'NewDesk'. These icons are only 1 pixel high,
and even that part is blank... The purpose is to allow placing a lot of
program labels on the desktop even when running normal ST resolutions.
I used those icon sets a lot before I had any Falcon or TT.

>What sizes are your icons, by the way?

Most of my icons are 32 pixels wide, though some are only 16. I also have a
few very large ones (The largest is 96 pixels wide). The height varies very
much, though most are between 16 and 32 pixels high, and I seldom exceed 32
pixels height.

----- snip ----- re: caching large bitmaps in card memory
>
>The Eclipse/RageII is apparently going to be sold with a 4Mbyte card,
>so as long as you stick to 16 bit colour there should normally be plenty
>of free space.

Hmmm. My normal rez now is 960x720x8bits == 675 KB, and a 16 bit version
of that rez would of course cost twice as much, or 1350 KB. This means
that there will be room for two 'extra' bitmaps of that size then.

>In any case, caching won't ever hurt performance so that you'd notice.
>It can only help.

Sure, provided that it is implemented efficiently.

----- snip ----- re: 'background buffer' of AES
>
>IIRC, the buffer will normally be put in alternate RAM if you have any.
>If not, it could of course be very helpful to redirect it.

Actually I doubt that. I think it is initialized to point to TT-RAM if
any is present, but other Alt-RAM is not recognized at bootup, so then
ST-RAM will be used instead. Some extra program will be needed to make
this buffer use Alt-RAM added to the system by Maddalt.

----- snip ----- re: APPs allocating VRAM
>
>It's definitely better to put the available memory to use than to just
>leave it empty.

I agree.

>Also, since allocation of such memory would have to be done via a VDI
>call, I don't see why there should be any need for rules of any kind.

I disagree. This VRAM is a limited resource. As such it is not good for all APPs that want some of it to assume that they can use it without proper regard to the real limitations. They also need to release such RAM whenever they don't really need it, to give other APPs a chance to improve their performance by using it. This can't be enforced at driver level, since the needs vary for different APPs, so it will have to be enforced through a set of programming rules.

This is a little similar to how kernel RAM can be used by modules of STinG. It is needed for best performance, but if a single module hogs all of it, then the system congests.

----- snip ----- re: blitting monoplane data to multiplane screen
>>
>>Yes, provided that the driver software does it that way, blitting only
>>a straight copy of the single-plane data into VRAM and then using the
>>internal card operations to blit this into the active screen RAM. But
>
>I don't know how other graphics hardware does it, but in the case of
>the mach64 kernel, you don't even have to blit into a temporary buffer.
>The mach64 will do the expansion on the fly.

That is bound to be less efficient, since it means repetitive CPU code for writing the data to each plane. The method I spoke of means that the CPU only makes one simple block move of the monoplane data and then tells the graphics processor to expand it. That must be better !?!

>>I strongly suspect that some current drivers don't do it that way.
>
>If they don't they will be very slow indeed, but I have never seen
>anything besides the NOVA VDI in action.

And I don't have any graphics card at all, so I can only speculate...

----- snip ----- re: caching fonts in VRAM
>
>Since we're talking about a cache here, that isn't a problem. You
>just have to use some kind of replacement algorithm to make sure that
>some fonts can be removed when others need the space.

That was part of what I meant, that there must be sensible limits.

>You have exactly the same problem with normal RAM for that matter.

Yes, to some extent, although that will normally be a much larger area.

>>>As I've described above, there are various ways to keep the amount of
>>>such data down.
>>
>>Agreed. But do all drivers use those ways ?
>
>I'd be surprised if not everyone made use of mono-expansion, but I

>think fVDI is currently alone in supporting the other ways.

Well, I'm not so familiar with fVDI internals, or NVDI internals either,
but I assume that both support loadable drivers that allow omptimization
of such things to be added by third-party programmers. If so, it should
only be a matter of getting the necessary programming docs out to those
programmers that are familiar with the graphics cards needing support.

>>I can't stand the Intel CPU models. I have worked with them, many years
>>ago, and even disassembled some x86 programs, but I hated that stuff.
>>Those who designed those models must love complication for its own sake.
>
>You have to remembe that the x86 CPU architecture has its roots in the
>4004...

I know: 4004---8008-+-8080---8085-+-8086---etc
| |
+-4040 +-8088

But that is still no good excuse for the IMHO *silly* way some things were
added for the 16 bit versions. (eg: 8086 segment registers)

After all, the 680x0 series is also descended from early 8 bit CPUs.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3479. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47216@oden.se>
Source record: 78057

Hi Johan,

on Sun 16-05-1999 12:03 Johan Klockars wrote:
>In article <373d0a363965b81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:

----- snip ----- re: Tempest == PowerPC board for Falcon

>>That is all very well, as far as PC usage goes, but if we want a power PC
>
>Note that I said PowerPC. That is a Motorola/IBM processor family, used
>in the PowerMacs for example.

Really ? I thought it was just an Apple/IBM collaboration, without Motorola.
In any case, I do know that PowerMacs use the same CPU, whoever makes it.

>>we can go right out and buy one. That'll probably be near the same price,
>
>If you took a look at the WWW page I mentioned, you'd notice that
>Core Design hope to be able to sell this thing for less than #200 (the
>hash is supposed to be a pound sign).

Well, that looks fine of course, but prices before and after release have
an unfortunate tendency to differ quite a lot (always rising). We'll just
have to wait and see what the real price will be.

>>as they are being mass produced to a much larger extent than any design
>>specific for the Falcon (or any Atari computer) can be.
>
>But with a chip like this you need very little more, so the hardware
>cost can be kept way down.

Again, that sounds fine, but I can't help thinking that some fairly large
ispLSI circuits (or equivalent) will be needed to adapt that CPU to the
existing Falcon hardware. Those will cost money, and so will development
of their contents.

>>The important thing to us Atari fans is how fast it will be when emulating
>>a 68030. It will probably still be pretty fast, especially if the 68030
>
>Given that it starts out with a factor of a hundred or so (if running
>at 266 MHz (I seem to recall the 16 MHz '030 being rated at below 4 MIPS))
>higher speed, I think it's reasonable to assume that it will be pretty
>fast even under emulation...

Yes, I agree, but no emulator of this kind has been made yet, so it is very
hard to estimate the effective speedup factor.

>You could always ask someone with a recent Mac what kind of speed they
>get under 68k emulation.

That would not in itself give a fair estimate of speed in a Falcon, since such a Mac will be optimized for use by that CPU, which the Falcon isn't. It'll be interesting to see some NemBench files for the Tempest when it is finished, so we can compare it to other accelerators in a meaningful way.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3480. Re: Sting dialer

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47217@oden.se>
Source record: 78058

Hi Ted,

on Sun 16-05-1999 17:24 Ted Parrett wrote:

> I recently installed Sting 1.20. Before doing so I renamed my
>Sting 1.15 set up in order not to lose the settings just in case there
>were problems with the installation of 1.20

A good M.O, but I think you may have missed the CPXs. (or STING.PRT)
They too differ between these versions.

> I managed to get 1.20 working OK but have noticed a problem with
>the Dialer in that even when I have disconnected the modem via the Sting
>Dialer dialog, when I next boot up and call up the Dialer it recognizes
>the modem as being online even when it isn't. It will do this even if the
>modem is not even switched on. If I then use the Dialer dialog to
>disconnect the modem and exit the Dialer and then recall it in the same
>session it will recognize the modem as being offline but if I reboot and
>then call up the dialer it will again indicate that the modem is online.

This is typical for setups that have the modem's port, or the Masquerade
pseudo-port, activated in the saved settings of the STNGPORT CPX. These
settings are stored in the file STING.PRT, and that is normally in the
root directory of your boot partition.

The proper configuration is to leave both the modem's port and the
Masquerade port (if used at all) inactive in STNGPORT.CPX, and only
let them be activated by the dialer.

>Any thoughts on what I have set incorrectly. Unfortunatley my saving of
>the Sting 1.15 set was faulty as although it is still working OK I'm
>getting the same problem as above and it definately wasn't like that
>before i installed Sting 1.20

That is why I think you missed backing up the old CPXs and/or STING.PRT.

I recommend that you try STinG 1.20 again, this time with special attention
to the STNGPORT.CPX settings. Hopefully this will fix your problem.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3481. Hardware problems

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374bba421e47218@oden.se>
Source record: 78059

Hi everyone,

I've recently had some hardware problems, causing me to go 'off-net' for a little more than a week. I'll try to catch up with the newsposts from this period and respond where appropriate later. This will take me some time though, so please try to be patient.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3482. Re: File Download/Boot Problems

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <374BBA0F.E7A85BD7@directprovider.REMOVETHECAPITALS.net>
Source record: 78060

Martin Holmes a ï¿½crit :
>
> Can anyone help please?
>
> I have tried without success to un-Zip files downloaded from Internet and
> FTP sights. While the Zip files 'appear' to download without problems I
> can't extract the files without the error message 'ST Zip- Fails CRC Check'
> showing against some of the files during inflation.
> If I try to run the resulting Prg file then I get TOS Error #35.
> I have however been successful previously in obtaining Zip files from BBS
> sites.
>

Have you set your FTP client to binary mode ? Some of them default to
text, and but be set to "bin".

> Another problem I have is that I usually get three bombs on initial
> boot-up and I need to power-down briefly to get my system operating on the
> 2nd attempt which always works! It dosn't seem to make any difference if I
> boot from Hard or Floppy drive
>
> Do I have a Hard drive problem which is also affecting the first problem???

Sounds like a hardware problem. It could be anything, from the keyboard
to an unseated chip. Try taking the machine apart and reseating all the
chips and connectors.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3483. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <374BBD3A.EE81EFED@cs.bham.ac.uk>
Source record: 78061

Ronald Andersson wrote:

> ----- snip ----- re: Tempest == PowerPC board for Falcon
>
> >>That is all very well, as far as PC usage goes, but if we want a power PC
> > >
> > >Note that I said PowerPC. That is a Motorola/IBM processor family, used
> > >in the PowerMacs for example.
> >
> > Really ? I thought it was just an Apple/IBM collaboration, without Motorola.
> > In any case, I do know that PowerMacs use the same CPU, whoever makes it.

The PPC chipset is 100% designed and built by Motorola and
is a RiSC processor family using a very cut down version of
68060 chip routines. IBM and Apple were and are both
interested in this technology as - for a side point - the G3
(ppc 750) at 400MHz runs all but floating point arithmetic
at aprox 200% of the p2 450 - ie. it's twice as fast. As the
p3 is 50% faster than the p2 ... the G3 is about 50% faster
than the P3.

IBM have and continue to develop server systems and embedded
control systems using the PPC chips while Apple have had PPc
in all their computers for over 5 years now.

>
> >>we can go right out and buy one. That'll probably be near the same price,
> > >
> > >If you took a look at the WWW page I mentioned, you'd notice that
> > >Core Design hope to be able to sell this thing for less than #200 (the
> > >hash is supposed to be a pound sign).
> >
> > Well, that looks fine of course, but prices before and after release have
> > an unfortunate tendency to differ quite a lot (always rising). We'll just
> > have to wait and see what the real price will be.

Well, suggested release is third quarter and, afaik, the
emmulation is working well, the boards are almost bug free
and are now being evaluated for USB support. I very much
doubt if Core Designs would say a 200ukp retail price and
then change it by much - they are more likely to reduce the
specs of the board as they steadfastly believe that an
accelerator should not cost more than a new computer !

> > >But with a chip like this you need very little more, so the hardware
> > >cost can be kept way down.

>
> Again, that sounds fine, but I can't help thinking that some fairly large
> ispLSI circuits (or equivalent) will be needed to adapt that CPU to the
> existing Falcon hardware. Those will cost money, and so will development
> of their contents.

I'm not quite sure what u're getting at here but as two side
points, the Falcon was designed from the start to allow easy
implementation of external processor upgrades at, it was
rumoured, Atari planned to release upgrade boards for them
themselves. Second, the PPc chip being used is a 603 which
has been around for a while and the chips and support
hardware are now 'out of date' by Apple standards and it is
all quite cheap.

> >Given that it starts out with a factor of a hundred or so (if running
> >at 266 MHz (I seem to recall the 16 MHz '030 being rated at below 4 MIPS))
> >higher speed, I think it's reasonable to assume that it will be pretty
> >fast even under emulation...
>
> Yes, I agree, but no emulator of this kind has been made yet, so it is very
> hard to estimate the effective speedup factor.

Well, based on the Apple and Amiga emmulation figures, Core
design hoped for an emmulation speed of around the same as a
80Mhz 68030. This, along with the much faster memory access
of the SDRam should provide a serious boost to the Falcon.

Also to be remembered is that the Tempest emmulation is
being enhanced in two directions. First, it is hoped that
the emmulation system can automatically switch on and off
per application allowing natice PPc code to run on the
Falcon - much as the Apple systems did and still do. This
could lead to a number of much faster programs designed for
the PPc chip that don't use emmulation. Second, the Tempest
board should run happily alongside any other 030 and 040
chips in the system maening anyone with an Afterburner can
still use it and normal falcon users can still use the 030
allongside the PPc chip ... dual processing basically.

>
> >You could always ask someone with a recent Mac what kind of speed they
> >get under 68k emulation.
>
> That would not in itself give a fair estimate of speed in a Falcon, since
> such a Mac will be optimized for use by that CPU, which the Falcon isn't.
> It'll be interesting to see some NemBench files for the Tempest when it is
> finished, so we can compare it to other accelerators in a meaningful way.

Under emmulation expect something about the same as a 45Mhz
040 (rmembering that no other 040 board has SDRam support)
while under native PPc mode (no emmulation) this will be

dramatically improved. Core design are currently talking to a number of developers about PPc native versions of programs.

Please note here that I am NOT a member of Core Design, I simply know them quite well and read their press releases.

Ohm it also looks like the Eclipse and Tempest boards will also work on a TT with a new board being developed to make the TT expansion port Falcon compatable and expected price for that will be around 25-30 Ukp. Check the WWW site :)

Robert.g

3484. ATARI PHAZER GUNS

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7igs8o$94h$5@uranium.btinternet.com>
Source record: 78062

I have for sale a quantity of Phazer Guns for the Atari ST/STE with two games (Skeet Shoot and Orbitol Destroyer). Price £15.49 including postage and packing UK.

--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
UK
http://www.tradeinpost.com

3485. TRADING POST WEB SITE

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: John Thackeray <Tradingpost@btinternet.com>
Message-ID: <7igs8p$94h$6@uranium.btinternet.com>
Source record: 78063

The Trading Post who have sold and supported Atari computers for a number of years have now produced their own web site which features a good cross-section of computers and software including the Atari.

--
John Thackeray
Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
UK
http://www.tradeinpost.com

3486. For Sale, swap or P/X. STE & Mega STE memory including SIPP's

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <tG4C7FAVS3EwgX@steverosie.demon.co.uk>
Source record: 78064
Cross-posted to: alt.atari,comp.sys.atari.st,comp.sys.atari.st.tech

I have managed to get my hands on some more memory, as usual they will
come with fitting instructions for the STE, I'll be adding SIPP and Mega
STE instructions soon, a disk of software on a memory theme and postage
and packing for the UK; post will be extra for overseas Atarian's.

STE and Mega STE
520/1040 to 2 meg ..... ï¿½10
2 meg to 4 meg ..... ï¿½10
520/1040 to 4 meg ..... ï¿½17.50

SIPP's

520/1040 to 2 meg ..... ï¿½15
2 meg to 4 meg ..... ï¿½15
520/1040 to 4 meg ..... ï¿½25

With every 4 meg purchased you will receive an edition of ST+ Fanzine.

Now there's no excuse not to upgrade your STE/MSTE;)

As always payment can be in GBP or USD (USD cash only)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3487. Re: ATARI PHAZER GUNS

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374BF5EF.2EDDE4AE@SPAMBLOCKbassment.demon.nl>
Source record: 78065

John Thackeray wrote:
>
> I have for sale a quantity of Phazer Guns for the Atari ST/STE with two
> games (Skeet Shoot and Orbitol Destroyer). Price ï¿½15.49 including postage
> and packing UK.

How much for p&p to the Netherlands? :)

Maurits.

3488. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsdewi.1pn2rc1qqkdrnN@pm-d26.rhein-main.de>
Source record: 78066

> I'm surprised you would keep the speaker!! :)

Yes, keeping the machine orignal as i can :->

> Also, how close is the speaker magnet to the drive casing?
> The speaker isn't a 12" subwoofer but it is still a magnet...

Yes, i know the problems with data media and magnets.. :)
But the drive is "shildet" by his own case, the speaker, not the same as original, a flat one, hooks below the bracked. Itï¿½s enough space between mainboard and bracked bottom. Works fine :) No hard drive errors.

But watch out, speaker should not loose his hook..
It falls directly to the mainboard, isnï¿½t good if the machine is on!

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3489. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsdf52.1pjcebb1qkt0ngN@pm-d26.rhein-main.de>
Source record: 78067

> How can the 3.5" hd fit in the 2.5" hd mounting bracket?
> Falcon030, 14mb ram, 540mb hd, 17" svga monitor, MagiC, Pagestream, NVDI,
> ExtedDos Pro, ICD HD utilities.

No way, bracked is too smal..
Isnï¿½t funny to have a working hard drive in the falcon..

One screw can bee used, but you have to drill the plastic case backside.
But itï¿½s only one screw.. :/

3.5" hard drive sit directly on the flatwire, isnï¿½t nice mechanical..

Have a look to my download site, you found a smal archice with CT2
picture, shows what i made with the 2.5" bracked and the 2.5" drive..

(But itï¿½s nothing for 3.5" devices. Not enough space.)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3490. Re: SV: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Ron Slaminko <ronald.slaminko@boeing.com>
Message-ID: <374C02CB.633BA51@boeing.com>
Source record: 78068

Thanks for the help. Pulling, cleaning, and reseating all the socketed chips seems to have fixed the problem, and it gave me an excuse to open up the case and clean out the cobwebs.

Claes Holmerup wrote:

> > >My 520ST is going kaput. Turns on with either a screen full of
> unstable
> > >garbage, some bombs (some of which are distorted and torn), or,
> > >occasionally and getting rarer, a normal bootup. I've pretty much
> > >eliminated all external components (power supply, mouse, disk drive &
> > >monitor) as trouble sources. Any suggestions?
> >
> > Sounds like the old 'unseated chips' problem again - they can work
> > loose over time.
> >
> > You will need to get inside and push home all socketed chips. Clear
> > out the dust and garbage while you are there :-)
>
> It might not only be that the chips have come loose - many times the
> problems are due to oxides on the component pins or in the sockets. The
> most common chips to cause this kind of problems are the GLUE and MMU -
> the two squared chips. The problem is that you might damage the sockets
> if you're not careful - it's best to have a special PLCC lifter when you
> remove them...
> To clean the legs and the sockets, get a fibre-glass pen to remove
> oxide.
>
> Best regards,
> Claes
> My e-mail address: claes@holmerup.com
> My personal homepage: www.holmerup.com
> Swedish music on the web: www.swebmusic.com

3491. 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: 100550.3170@compuserve.com
Message-ID: <374bfd8c.19185185@news.star.co.uk>
Source record: 78069

July Computer Shopper 's Atari section talks about an ide interface to allow a 2.5" HDD inside thcase of an ST... Anyone done anything else like this?

I have an 810Mb 2.5" drive I could use in my STf...??

Cheers

3492. Re: I am having a bad SCSI day...Please help :)

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsf8xx.1bmj31z1l5e2umN@pm-d00.rhein-main.de>
Source record: 78070

<guitarra@afn.org> wrote:

> Ok so the problem is that the other day i disconnected my CD ROM
> from the chain and I can not boot my scsi Hard disk quantum . I
> tired with the CD ROM alone with termination on and off and nothing.
> I tried also changing the Quantums scsi number and nothing.

One device must have TermPwr Jumper ON.
No TermPower, no termination..
SCSI Bus have an open end, doasnï¿½t work well.

> When I boot AHI it reports "UNIT 0 not Responding"
> If I use HDDRIVER it says " S/H Atari Megafile" for SCSI:0
> So I am wondering if my SCSI Interface went bad!

Trouble on bus, think TermPwr is missing.
Reconnect all, try to test again.

> My Falcon's SCSI is set to 7
> The CD ROM 1
> The Quantum set to 0

Yep, thatï¿½s ok.

> Any ideas? Is there a system prg to check the complete system and
> scsi interface?

No.

Regards, Robert

--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3493. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374c3da4$0$10483@news.zetnet.co.uk>
Source record: 78071

On 26 May 1999 16:26:14, MG wrote:
>July Computer Shopper 's Atari section talks about an ide interface to
>allow a 2.5" HDD inside thcase of an ST... Anyone done anything else
>like this?
>
>I have an 810Mb 2.5" drive I could use in my STf...??

Mario Becroft doies one that will work in STF/FM, gives you TOS 2.06 (I still have some of the boards where you can choose NOT to have TOS2.06 though)...ASP sell in UK (that's me), there are other delaers around the world....

chrisc

3494. Re: Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7ihngm$co0$1@nnrp1.deja.com>
Source record: 78072

Hello,

On the subject of someone writing the software for a telnetable
BBS.. how about expanding an existing one. I know the source to TLink
(?) is available. It is written in GFA basic.

On a permanent IP address, try www.ez-ip.com . Its a free service that
will give you a static name to your dynamic IP address. I have the name
atari.dyn.ez-ip.net. You will need to "log on" manually by going to the
ez-ip web site. They have clients that will do it automatically, but
not an Atari one... yet (anyone?).

I've been using it to test the web server Weblight and the Atari IRC
server IRCD, both by Olivier Booklage(sp?).
So one night for the heck of it.. try http://atari.dyn.ez-ip.net to see
if the server is up..

In article <7i9gua$9ps$2@news.campuscwix.net>,
darkchyld@pcc-uky.campuscwix.net (DarkChyld) wrote:
> On 22 May 1999 09:46:05 , John wrote:
> ->Hi there
> ->
> ->I run an Atari ST BBS and want to get some info on Telnet.
> ->I think its only possible to Telnet to a BBS that supports Telnet,
is
> ->this correct ?
> ->Does the BBS have to be permanently connected to the internet like
a web
> ->server ? or is there some sort of dialup system ?
> ->Is there such a thing as an ST BBS program that can be accessed via
> ->Telnet ? If not, are there any programmers out there who fancy
having a
> ->go at writing a Telnetable ST BBS ? It would be like when ST Format
gave
> ->away Michtron BBS on their cover disk, ST BBS's sprouting up
everywhere!
> ->
> ->Any info appreciated.
> ->Please excuse the slightly rambling questions, I'm abit hung-over
this
> ->morning :(
> ->
> ->Cheers
> ->John
> ->.

>
> Hi Johh. Well, this has been a very difficult subject for me. For
about a
> year now, I've been trying to get my BBS on the Internet, available
by
> Telnet as well. In my area, no ISP's offer accounts that have
permanent
> IP addresses (static) only dynamic. I don't know of any BBS
software for
> the ST's that offer Telnet capability out of the box. BTW, what
software
> are you using? I'm using BBS Express! ST v1.98a. I'm still trying
to get
> DarkForce! Telnet-able, but its gonna cost me quite a bit, both for
start
> up and monthly fees. Lemme give you a rough idea:
>
> $200 initial startup for a dedicated line/IP address
> $65 monthly fee for 12 hours a day ($140 for 24 hours a day)
> 2 more phone lines (I currently have 1 dedicated to the BBS)
> to let users dial in by Telnet and direct-dial...
>
> This of course, doesn't even include the cost of the computers,
> modems, etc,... So you can see, its not something to take very
> lightly in my area... Oh, did I mention that its LD to call this
> ISP as well? ;-(
>
> I know of one 8-Bit BBS that is available by Telnet, but they are
> running it via emulation (I think) on an PC machine... Oh well...
>
> Let me know if you find an easier/cheaper/better way to make an
> Atari BBS available by Telnet! ;-)
>
> Catch ya later...
>
>

> / / SysOp Of The DarkForce!
BBS / /\
> / --T-- / Phone 1-606-886-9014 Today! / /
\ / /
> / -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 /
Dark><Chyld / /
> / --G-- / The Fuji -Still- Lives...!! /
\/ / /
> /_____/_____/_____/_____/
/
> _____\/

>
>

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3495. REAL Keyboard fix

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Technoid Mutant <Technoid@cheta.net>
Message-ID: <374C731A.E5907C97@cheta.net>
Source record: 78073

In early 1985 I bought a 130xe computer from Computer Image (north) in Miami Fl. In just a few days, my Start key stopped working and I took it back. They 'reseated' the key but now I know the real problem.

Some years later the keyboards started to fail key by key. Sometimes just one but usually a set of them. I opened my xe keyboard and exposed the thin, mylar sheet on which the keyboard circuit is printed and ran my multitester on it. You don't need a full ohmmeter, a continuity checker is good. An ohmmeter tells you a little more (like which trace is next to die)....

Now that I knew that a trace or two or three had for whatever reason lost it's ability to conduct well, I walked the probes from each end towards the middle of the trace in question and found the PORTION of the trace that was failing to conduct.

I then bought for 10 bucks a two ounce bottle of a nifty products called "Nickel Print". This is a clear paint with tons of little particles of nickel suspended in it making the paint grey when fully mixed. You simply 'paint' over the section of trace that has gone bad and it works again. That easy, a permanant fix for that section of trace. Other sections will fail later and after a few years your keyboard mylar will be as much paint as the original print used. Oh well. I have entertained silk-screening new mylar overlays myself because there are parts of traces hard to paint without shorting another trace.

The paint comes with a brush in the top, but this is really way too big for any useful purpose and especially for painting keyboard traces. Here are the tools I eventually used for years and still use to fix these traces. This method works with any keyboard on earth but esp for printed mylar:

Exacto knife or even a steak knife. This is for scraping away mistakes like bridging two traces etc. If you do bridge a trace, get the mistake fixed quickly and you won't have to scrape. The edge of the matchbook is good or use a dry match (see below). If you do paint over the wrong trace, clear just the bit between the bridged traces. Use a pointy thing and run it between the traces rather than WIPING the paint away and repainting. The reason is that the Nickel Print paint and the original paint used to print the trace pattern are very alike and after you wipe you will notice that the solvent carrier has conveniently erased several other trace segments making a bunch more work for YOU.

A pack of paper matches you can get at the gas station. Use the scissors to cut the ragged edge of the match at an ANGLE. This is your brush and you have 20 of them per pack.... The angle makes a nice point

at the bottom of the match with which to 'draw' your trace segment-
kinda like a felt-tipped marker. Use VERY little paint. If you are
neat it will work and only a thin coat is required to complete the
circuit so don't glop. The end of the match will dry quickly and you
will cut a new one fairly frequently during a several trace-segment fix.

A pair of scissors. (if they are pointy you can use them to scrape
instead of the point of a steak knife)

A beer. (this is for a steady hand)

The paint lasts forever. Just thin it with a little TOLUENE - you can
get a way-too-big-for-the-job container of it cheap at the hardware
store - when the paint starts getting thick. You want it pretty thin so
try to remember the viscosity of it when you first get your bottle.

I bought my second 2oz bottle from CENTRAL UTAH ELECTRONICS at
801-373-7522 just recently. This bottle cost $7.35 and my company had
to buy three to meet the minimum order. They carry ALL Kinds of parts
so you can probably just get a couple of other neato things to round
things out. The paint is classified a hazardous material and can only
be shipped UPS ground so don't be in too big a hurry. You might try
some local supply stores first if you live in a larger town. (I don't
anymore)

You can also use the paint for lots of other repair jobs, but this is
the one that made me find out about it.

Some places sell little 'pens' that draw traces. It looks like a great
idea, but don't bother, they suck.

3496. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: leaver@dynamite.com.au
Message-ID: <7ihs9c$9q2$1@black.interact.net.au>
Source record: 78074

On 25 May 1999 08:00:05 , Uwe Seimet wrote:
>David Leaver wrote:
>
>> All the evidence suggests that, at least with my combination of
>> hardware, there is some random instability in the combination of the
>> most recent versions of HD Driver and Magic 6.01
>
>A lot of my beta testers and also myself use this combination, even with
>beta versions of MagiC. It's unlikely that there is a general problem of
>this kind because this would show up very early in the beta test stage.

All right, I accept that it's very unlikely, but I've run out of things to look for. My problem is that there is no problem, no symptom, apart from this difficulty with booting. In all other respects the computer behaves flawlessly.

But unless somebody has a bright idea, I am stuck with using HD Driver v 7.00.

My computer looks like this.

TT, SCSI 7 (with Matrix TC1208 video card)
Internal drive Quantum Fireball 3.2 gb SCSI 0 (partitions C-J)
Syquest ezFlyer 230 mb SCSI 5 (partition L)
Seagate ST-157N 46mb SCSI 2 (partition K)
Sony CDU415 cd-rom SCSI 1 (partition P)
SupraDrive FD-10 SCSI 4 (partition M) on ASCI/DMA bus

HD Driver is on the Seagate, with partition C set as default boot source.

Magic 6.01 + NVDI 5 + Matrix software on partition C
NVDI 5 + Matrix software on partition D

I boot to Magic (by default) from partition C
I boot to TOS or Mint with NVDI from Partition D
I boot to TOS or Mint without NVDI and without video card from partition E

Partition I is a Minix partition for Mint

There are obviously endless permutations for installing software even given that HD Driver can't be on the Quantum. e.g I haven't tried instaliing Magic on the Seagate.

David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3497. Re: Evolution Dino Dudes

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: jfhaslam@zetnet.co.uk
Message-ID: <374c78d8$0$10483@news.zetnet.co.uk>
Source record: 78075

Hi Mark!

On 25 May 1999 03:05:26 , "Mark Phillips" wrote:
>Well done, I got bored after level 2.
>
>
>However, I can't work out how to get past level 10

Which is why I'm asking!! :)

Cheers!

James

+--+--------------------------------+
James F. Haslam Now on ICQ! 37135025	
	Atari Falcon 030 14Mb MagiC 6
Email: jfhaslam@zetnet.co.uk	
	Cheshunt Computer Club member
Website:	
http://www.users.zetnet.co.uk/jfhaslam/	Yes, Ataris CAN surf the Web!
+--+--------------------------------+

3498. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7ii164$ju6$1@nnrp1.deja.com>
Source record: 78076

Not to many expansion card do have pass throught connectors. The A/B and Mighty Sonic do. The Screen Eye, Expose and Falcon Speed do not. After looking at the CT2B, (:0), I would be more inclined to solder two rows of connectors on a Screen Eye, Expose, Falcon Speed or NOVA before I messed with the CT2. It more than likely runs pretty hot, and having it as the bottom card can't help much. The other cards run pretty cool. It would be a tight fit with the NOVA underneath however. I purchased the CT2 for use with Expose (50Mhz to 128MB of fast ram as opposed to 40Mhz to 64MB with the A/B). Now I can easily fit a 3 minute 8mm film into memory with room to spare at full screen grab.

Anyone want a Mighty Sonic with 32mb of fast ram?

Mike

In article <374bba421e47214@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:
> on Sat 15-05-1999 09:33 Derryck Croker wrote:
> >On 13 May 1999 18:50:00 , Ronald Andersson wrote:
>
> >>Another mail from Centek also mentions that they are now planning for the
> >>next CT2 production series. This will be identical to the CT2B, but will
> >>be renamed simply to "CT2" without any letter at the end. The reason for
> >>the new production is that the old series is already sold out !
> >
> >Wouldn't it be nice if the thro' port reappeared!
>
> I don't think it will, because a normal through-port would not work for
> most cards anyway, because of the CT2B CPU fan. This makes it a much
> better idea to either have the kind of add-on through-port that Centek
> already made (and *should* market), or to *demand* that makers of graphic
> cards include a through-port in them, so the CT2B can be plugged into it.
>
> But the best bet is Centek's add-on through-port, as that will definitely
> allow any card to be plugged in.
>
> --
>

```
------------------------------------------------------------------------
-
> Regards: Ronald Andersson mailto:dlanor@ettnet.se
> http://dlanor.atari.org/ ICQ:38857203
http://www.ettnet.se/~dlanor/
>
------------------------------------------------------------------------
-
>

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---
```

3499. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: kellis <kellis@leading.net>
Message-ID: <Pine.MNT.4.10.9905261848230.115-100000@tampa1-065.southeast.net>
Source record: 78077

On Wed, 26 May 1999, Robert Goldsmith wrote:

> 68060 chip routines. IBM and Apple were and are both
> interested in this technology as - for a side point - the G3
> (ppc 750) at 400MHz runs all but floating point arithmetic
> at aprox 200% of the p2 450 - ie. it's twice as fast. As the
> p3 is 50% faster than the p2 ... the G3 is about 50% faster
> than the P3.

something is wrong is this math.
Can anyone confirm if I am that bad in math to not understand the logic
behind this theory?

Thanks.

3500. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <374BD8CD.3F54A2CD@otenet.gr>
Source record: 78078

I am selling my Falcon030 with Cubase audio original and Micropolis 1Giga SCSI and SPDIF coaxila nad TOS in/outs and colour atari SMT24 monitor 4 MB and I am only located in Greece
Cheers
Dimi

Ken Macdonald wrote:

> On 22 May 1999 23:38:20 , "Sin" wrote:
>
> hi
> A recent NEW TAF member may be interested, and he is closer to you than
> anyone else I know.
> try
> gsmith@eskimo.com
> that's Gerald Smith in Seattle, OR
> ken

3501. FS Falcon030+CubaseAUDIOoroginal +...

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: danceon <danceon@otenet.gr>
Message-ID: <374BD9A3.430B100B@otenet.gr>
Source record: 78079

European 220V Falcon030 with original Cubase audio with original manuals with SPDIF coaxial and TOS ins and outs, Micropolis SCSI 1 Giga drive, 4 MB, SMT24 colour Atari Monitor.
Any offers,
Dimi

3502. MagiC 6 and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: xlator@cix.compulink.co.uk
Message-ID: <FCD4z2.10D@cix.compulink.co.uk>
Source record: 78080

I sent David Leaver's message about his problems with the above to Andreas Kromke, as he doesn't read this group; I am in touch with him because I am translating his MagiC programmer's docs. His suggestion:

1. Disable DMA background transfer
2. Disable the enabling of the CPU cache in HDDRUTIL

He also says that he assumes this is a hardware problem. With *his* TT HDDRIVER always crashed when the driver activated the CPU cache. He also had another TT once on which MagiC wouldn't run at all. The whole SCSI portion was broken - he then obtained another TT (?in exchange?).

Maybe Uwe has other ideas?

Regards, /Peter/

3503. Re: Hardware problems

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: pricard@club-internet.fr
Message-ID: <374c90ee666240@club-internet.fr>
Source record: 78081

Hello,

in article <374bba421e47218@oden.se>
Ronald Andersson wrote on Wed 26-05-1999 08:15 (GMT):

> Hi everyone,
>
> I've recently had some hardware problems, causing me to go 'off-net' for a
> little more than a week. I'll try to catch up with the newsposts from this
> period and respond where appropriate later. This will take me some time
> though, so please try to be patient.
>

Glad to "hear" you again :-)

Bye,
/Pascal/

--
http://perso.club-internet.fr/pricard/index.html
O-Tagger ï¿½1.24: Today's thought:
l'Ecole des Bas Artes. You want fries with that?

3504. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <374c8627$0$9534@znews.zetnet.co.uk>
Source record: 78082

On 25 May 1999 23:56:04, Trevor Spencer wrote:

>
>That's the point, the text file is not in the folder and the 'about'
>doesn't give his address. I just wonderewd if he had an e-mail
>address.
>

Hello Trevor,

I've checked the text file which came with version 2 and while there
isn't an email address the postal address is.

BRIAN HENDERSON
32 ARCHERS AVENUE
BROOMRIDGE
STIRLING
FK7 7RJ

Yours
David James

3505. Re: Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374C7DCF.4156@geocities.com>
Source record: 78083

Atari-Users.Net wrote:
>
> Hello,
>
> On the subject of someone writing the software for a telnetable
> BBS.. how about expanding an existing one. I know the source to TLink
> (?) is available. It is written in GFA basic.
>
> On a permanent IP address, try www.ez-ip.com . Its a free service that
> will give you a static name to your dynamic IP address. I have the name
> atari.dyn.ez-ip.net. You will need to "log on" manually by going to the
> ez-ip web site. They have clients that will do it automatically, but
> not an Atari one... yet (anyone?).
>
> I've been using it to test the web server Weblight and the Atari IRC
> server IRCD, both by Olivier Booklage(sp?).
> So one night for the heck of it.. try http://atari.dyn.ez-ip.net to see
> if the server is up..
>

Well, I tried it, no luck. It wouldn't access as a vistable website or
telnet. Definately let me know how things are going with it. I hope to
have STIK working with a telnet client soon and I hope to have more
telnetable sites to visit.

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3506. Atari Porfolio .. yeh.. yeh.. I bought one...

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374C8073.3EC@geocities.com>
Source record: 78084

Recently saved an Atari Portfolio that was in a nearby used computer store. It had been there for.. a long time. (I remember it being there in 1994 before I went to Guam...)

They had been wanting $99 for it.. finally was able to talk them down to $40. Figured the price was right. Being a Newton user.. this makes a nice curiousity piece.

So... here's where I ask perhaps the impossible, but I would like to get this device functioning at least for display purposes (maybe as a cute sign in device for our club meetings.)(Atari club)

I need help in the following areas with the Portfolio. Any help will be appreciated....

1. Information... and where to find information on a Portfolio.
2. Hardware help... how do you take one of these babies apart. The device seems to have a loose wire to the screen. Also the keyboard has a couple of keys that are not responsive.
3. hatches... where can I get a spare battery hatch for this thing?
4. Software... what was/is the portfolio capible of doing? I know is it based off a IBM XT... how much of that software is compatible?
5. Memory cards... who sells them?
6. Anything else you want to to tell me about the Portfolio.

Figure I'll check out radio Shack for a compatible power supply, and was there ever a battery pack for this device, or did it just use standard batteries.

Like the Lynx, Jaguar, and ST, the Portfolio was an avenue that I figured I'd explore of Atari in the future... but since the opportunity and price were right...

Well.. suffice to say.. I'm the community's newest Portfolio user. (grin)

Doctor Clu
@>-->---------------
Owner of a Portfolio in probably the worst condition.

(Hey.. I'd gotton to know that poor Portfolio after watching it all those years.) (grin)
--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT

/ | \ Read the News, Join the Chats, Share the Meyhem!

3507. FS: 28.8 Modem

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7ihumj$8b6$1@ns1.thpl.lib.fl.us>
Source record: 78085

28.8 external Practcal peripherals II V.34 Modem external comes with power
sy in excellent condition 25.00 includes shipping to anywhere in the
United States. e-mail replies please sfpu@scfn.thpl.lib.fl.us

3508. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927678814-753865AEicMi@post3.tele.dk>
Source record: 78190

>From: chrisc@zetnet.co.uk (Chris Crosskey)

- snip -
>Sounds like you've got a bad one...esecially all those bad clusters...
>
>chrisc

With some luck and a little help from Diamond Edge, I was abel to wipe the
partition and restore it again.

Diamond Edge now rapport no bad clusters on any partitions on that big drive.

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3509. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927678818-754481AEicMi@post3.tele.dk>
Source record: 78191

>From: gryf@hrz.tu-darmstadt.de (Thomas Binder)
>Date: 20 May 1999 16:32:02 GMT
>
>I have the Deskstar with 10 GB in my Milan. Provided you use the latest
>HDDRIVER with LBA-Support, there shouldn't be any problem using the huge
>IDE drives you get nowadays. AFAIK, Cecile (sp?) from Centek also offers
>LBA support.

What is this LBA-Support stuff? I've try to study the manual for HDDRIVER v.
7.72, in German, and I can't find anything about LBA in it. Well, I'm not
good at reading German, but LBA is LBA in any language, isn't it.

Please explain to an ignorant, is it someting I can do anything about or is
HDRIVER handling it all by itself?

cheers

Joergen

Surfing the Net on a ATARI Falcon 030 powered by MagiC v. 6.0
http://home3.inet.tele.dk/prunus/

3510. Wanted TT Australia

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: Ray Whitehurst <audronic@alphalink.com.au>
Message-ID: <374B34F7.5411@alphalink.com.au>
Source record: 78192

Hi

I wish to purchase a TT 4/4 Small Harddrive

Please Email

Located in Australia

Leave Email or Ring on 9 397 7695
Williamstown, Victoria, Australia

Yours Ray Whitehurst.

3511. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: <>
Message-ID: <374b40bd.0@news.qnet.com>
Source record: 78193

```
On 24 May 1999 21:07:13 , Stephen Barszczak wrote:
>
>I would presume you may have used asomeother comms software that is
>doing the same.
>
nope, no other comm stuff even on my hard drive and this happens on
the very 1st COLD BOOTUP of a day.

*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3512. Re: GFA conversion required

Newsgroup: comp.sys.atari.st
Date: 1999-05-26 00:00:00 UTC
From: davidjames@zetnet.co.uk
Message-ID: <374b4581$0$9535@znews.zetnet.co.uk>
Source record: 78194

On 18 May 1999 08:48:31, charrison@inbis.com wrote:

If nobody else has already offered I can do this for you.

Yours
David James

3513. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950b@oden.se>
Source record: 77995

Hi Dennis,

on Wed 19-05-1999 01:19 Slc.Dennis Bishop wrote:

>On 16 May 1999 14:03:14 , Neil Roughley wrote:
>
>>The default value for DEF_RTT is 50, not 200. Anyway, changing this
>>value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
>>at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!
>>
>Where do I find this setting?

In DEFAULT.CFG (usually quite early in it).

It is a measure of the time within which an ISP should be able to respond.
When twice that time is exceeded without any incoming acknowledgement of
data, then STinG assumes that some packets were lost and retransmits them.
If the setting is too short, then retransmissions are made too frequently,
and when there is no need for them. This congests the connection, causing
an extreme slowdown of outgoing traffic.

Setting the value too high is not good either, as that would cause very
long recovery delays whenever a packet is damaged.

I recommend a value in the range 200-600 ms. I use 500 myself.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3514. Re: Sting 1.20

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950c@oden.se>
Source record: 77996

Hi Dennis,

on Wed 19-05-1999 04:11 Slc.Dennis Bishop wrote:

>On 18 May 1999 07:27:11 , Roger Cain wrote:
>>On 17 May 1999 17:03:07 , Ted Parrett wrote:
>>>I have noticed a problem with my Sting 1.20 installation in that if I call
>>>up the Sting CPX and click on 'drivers' the computer bombs out (two
>>>bombs....reboot required) every time . I can't find the reason for this.
>
>That happens to me with 1.15! on my TT/030!

I only know of one thing which can (and definitely will) cause that effect.
This is when you have installed STing with a mixture of components from
the STinG 1.20 release and some from some earlier release (or vice versa).

Certain structures have been altered in STinG 1.20, such that some of the
components are 'allergic' to some components of older versions (or v.v).

The 'sensitive' components are:

STING.PRG The kernel itself (handles port drivers)
STING.CPX The main CPX (inspects port drivers)
STNGPORT.CPX The port CPX (manipulates port drivers)
DIALER.APP The dialer (manipulates port drivers)
ETHER.STX Ethernet driver (port driver)
MASQUE.STX Masquerade driver (port driver)
SERIAL.STX Serial driver (multiple port driver)

If any of the components above delivered with STinG 1.20 is used with any
other of those components but from an earlier release, then the result is
very likely to be a bomb raid.

Additionally, the old STinG release contained some 'dummy' port drivers,
intended only as 'placeholders for the future. These are not included
in the new release and the old ones are not compatible with the other
new components (as it is a port driver structure that was changed).
Therefore the 'dummy' drivers must be removed or erased when installing
STinG 1.20.

They were:

CENTR.STX These three are all 'dummy' port drivers
LCLTLK.STX intended to be implemented in the future
MIDI.STX (NB: This is *not* the normal Midi port)

Finally some of you may have an old version of my CEN_PLIP.STX, and then
that too must be removed/erased, as it too uses old port structures. The

Cen_PLIP module is still not sufficiently debugged for a proper release,
so it will be some time before I can release it for real.

When all is installed as above, then the operation you described will *not*
cause any bombs, on any healthy TOS system. That much is certain.

Btw: I believe that all of this info is included in my UPDATE.TXT
files supplied in the STinG 1.20 archive.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3515. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950d@oden.se>
Source record: 77997

Hi Nicholas,

on Wed 19-05-1999 09:55 Nicholas Bales wrote:

>tennent@mail.com a ï¿½crit :
>>
>> Does anyone know what having 20 bombs across the screen means? I that the
>> number of bombs you get denotes what sort of error it is, but I have long
>> forgotten!
>
>Unless you are a programmer familiar with 68K assembler, then I doubt
>the number of bombs will tell you much anyway.

Even that won't help, as vector 20 is undefined by both Atari and Motorola.
The only way to get that exception is by a program that changes the base
vector register of some hardware chip and then triggers that interrupt,
which is not the normal way of using any of the standard chips.

Under the circumstances I rather suspect some emulation error.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3516. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950e@oden.se>
Source record: 77998

on Wed 19-05-1999 11:44 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: selfmodification safe before execution of modified area
>
>Yup, but in the "good" old days self-modifying code usually meant a clever
>hack which modified offsets (or even entire instructions) inside tight,
>running loops...

I know, and on a platform where no caching exists that kind of coding can do
pretty fantastic things, such as letting a 2 MHz 6502 CPU emulate other 8bit
processors at speeds reasonably near realtime.

>I remember using something like this in a wobbling
>scrolltext ages ago (around 1990), it definitely didn't work on my Falcon ;-)

Why not ? Just turn off the cache before running it. On a Falcon that must
be considered standard procedure for most older games, demos and intros etc.

Actually age is no real excuse for incompatibility. One of the oldest games
around is Dungeon Master, and it works fine both on TT and Falcon, except for
needing the help of another program to switch the TT to ST-Low. And IIRC that
game was written before Atari had even made any 68030 machines.

>>>But the only TOS that automatically detects TT-RAM is TOS 3.0x, so it
>>>really doesn't matter on Falcon-accelerators.
>
>> No, that is wrong. Falcon TOS also detects TT-RAM, but if an unpatched
>
>Really? I did not know that. Why on earth should it do something like that?

Because it is to a large extent based on TOS 3.06 of course. Plus some
stuff from MultiTOS AES that is. Also, while Atari chiefs decided to let
Falcon rot (though it didn't) in favor of game consoles, that does not
mean that the guys who designed it shared that view. They probably saw
(like I did) a FalconTT hybrid as the next logical step in development.
With 32 bits width both in address and data busses and with PC compatible
expansion bus instead of VME etc, and then TT-compatible RAM recognition
was an obvious necessity, for true upwards compatibility.
(Ah well, I can dream can't I ;-)

>> Falcon TOS does find TT-RAM it will bomb, because the TOS will attempt
>> to use blitter in that RAM area as well, not realizing that the hardware
>> registers only use 24-bit address pointers.
>
>The Falcon VDI doesn't have any software-blitting at all, that's why it fails.

I know. It is the opposite of a TT that way, since that was the only model since the coming of STe/STFM/MegaST that was unable to use a hardware blitter.

>This is the same situation as on the AB, when TOS is notified about the
>FastRAM you *must* use NVDI, otherwise any blits to/from FastRAM fails.

That is not the full story. That would be no problem if TOS itself knew that it should place data needing blitting in ST-RAM first. Then that problem would not exist. But if TT-RAM exists it will attempt to use it for all graphics purposes too (except screen), even though it can't work. But like I said, the software is really modeled on the TT TOS, and that can 'soft-blit' from any RAM whatever. If only they had not cut out the 'soft-blit' support in the conversion ! All that it lacked was the truecolour support...

>I guess the built-in VDI can be patched, but doing so is probably just a
>waste of time since "everybody" use either NVDI or a graphics-card anyway.

True, but a real software blitter activated and *enforced*, so that the commands that activate hardware blitter refuse to (just as on TT), that could be very valuable for compatibility reasons.

>> That is one reason why the CT2 TOS 7.x boot mode with FastRAM is so complex,
>> and the main motivation why the address of FastRAM was not made equal to
>> the standard TT-RAM address to begin with. But there are better solutions.
>
>On the AB the FastRAM still has to be "installed" using Maddalt(), even after
>it's remapped to TT-RAM. If you're interested in knowing more about how this
>is done on the AB Doug Little has written some interesting docs on it, I can
>mail it to you if you're interested.

Please do. I am always interested in such things, even though it probably is not applicable on my own system.

----- snip ----- re: split memory model
>
>By "split memory model" I mean max. 14Mb "ST-RAM" and the rest as TT-RAM.

Ok, but as I see it that is what all TOS compatibles do have. It depends on how you look at it. When you hear "ST-RAM" you evidently think of the CPU access limitation (via VIDEL), but that is *not* its original meaning.

The original meaning is one of extended capability, though naturally with some (much lesser) speed limitation since more other chips than the CPU can be bus masters in this memory. (ACSI DMA, sound DMA, video access.) TT-RAM lacked that capability, though it did allow for SCC DMA and SCSI DMA. (Another thing lost in the Falcon I'm afraid.)

>> with the matter. If they want to make a computer with a continuous RAM
>> area, not split in any way (as by having IO ports at $00Fxxxxx) that is up
>> to them, but it will not be Atari compatible. All Atari compatibles that
>
>It is "splitted" in this sense (otherwise nothing would work, obviously), but
>on the Hades everything is "ST-RAM", there is no TT-RAM or alternate RAM. The

>advantage of this is that all memory is DMA-capable.

That is in no way contrary to my view of upwards compatibility, since it is an extension (not a limitation) of the capabilities of both areas compared to a TT, and thus another step in its original direction. What I opposed was only ways of implementing this that prevent software compatibility, such as having physical address maps that differ from the logical ones which are needed to access base resources (such as RAM) in an upwards compatible manner.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3517. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950f@oden.se>
Source record: 77999

Hello Dan,

This post reminded me of a discussion held in the stik-beta-testers mailing list quite a while ago, where we took a close look at this sort of problem. As I recall it was due to serious problems that Newsie had under Geneva then.

We found the definite explanation for this conflict, and I decided then and there to write you a mail about it ASAP... Unfortunately the P in ASAP was delayed for some reason, and then I forgot about it... (Sorry!)

on Wed 19-05-1999 13:08 Dan Wilga wrote:

```
----- snip ----- re: problems with Geneva clipboard operations of GEM APPs
>
>Actually, the reason for the error message when using the clipbaord is a
>known conflict with the odd message that this (and other apps which use
>the same libraries) broadcast in order to indicate that the contents of
>the drive containing the clipboard directory have changed.
>
>You will get an alert if you are running NeoDesk 4 because it confuses
>this message with another one it expects to receive when an application it
>has run terminates.
```

Precisely. And the reason for this confusion is actually a documentation error combined with a design inconsistency committed by Atari during the latter stages of their development of MultiTOS. In most older versions up to and including (at least) release 0.83, Atari defined CH_EXIT like this.

```
----- Excerpt from GEM.DOC of MTOS 0.83 -----

CH_EXIT - 80 Version 4.0 and up

word[0] = CH_EXIT
word[3] = Child process's AES id
word[4] = Child's exit code

This message is sent back to the process when its child process
is terminated.

----- End of excerpt -----
```

Now, since you naturally wanted compatibility with MTOS and any followup systems from Atari, this is exactly what you have implemented in Geneva. So far so good, but a bit later Atari changed their minds, and forgot to mention this properly in their docs. As far as I can tell this change was 'snuck' in somewhere in the late releases of AES 4.0, after release 0.83 quoted above. It is definitely changed in AES 4.1 at any rate.

It is also documented as being defined from AES 4.0 and onwards in the compendium, *but* here it is said to have the message code 90 !!! Not 80 !!!

This change from 80 to 90 was therefore not included in the usual summaries of AES version changes, and that has caused he present conflicting usage.

For 90 is indeed the code that modern (if that is the word) MTOS does use for CH_EXIT messages, and so do all the newer contenders, since they base their coding mainly on compendium information.

Unfortunately you seem to have relied on the info Atari sent to developers and that information was in this case erroneous.

In the meantime other developers (including you) have continued the TOS development after the 'demise' of Atari and some saw a need for more functional cooperation between multitasked APPs, and especially for the exchange of data via clipboard (a long neglected system feature).

Some of them have agreed to use the 'free' message code 80 for a new AES message SC_CHANGED, whereby an APP can tell all others that clipboard data has been updated and hint at what it now contains. This feature can be made to work in *all* AES versions, since it is a message handled by the APPs, provided of course that the AES and other APPs do not interpret the message as meaning something else.

That is where NeoDesk and other of your APPs can go wrong however, since they were compiled/assembled with the old Atari definition according to which SC_CHANGED should mean CH_EXIT.

If you wish you can easily fix this, simply by recompiling those softwares with the new definition for CH_EXIT = 90, which will also add compatibility with many APPs that depend on this code to recognize the termination of child processes. Many Internet clients (for example) really need this.

For your information I have also added the best doc I could find on the SC_CHANGED message, and have translated it from the original German. Note that there is no need for you to add any recognition or support of this message to Geneva, since it can be handled entirely by APPs.

----- SC_CHANGED documentation -----

SC_CHANGED (80)

This message should be sent by a program to all other applications in the system when it has altered the contents of the GEM clipboard.

message[0] through message[2]

These are used as for other messages

message[3] File format description

0x0000 = unspecified data
0x0001 = Database data
0x0002 = Text data
0x0004 = Vector-Graphics data

0x0008 = Bitmap-Graphics data
0x0010 = Spreadsheet data
0x0020 = Samples, MIDI-Files, Sound

The format 0x0000 should not be used except when necessary.
(When no other standard type fits.)

message[4] with message[5] 4 characters describing file type

This specification should be as precise as possible, meaning
that if the real file type is ".RTF", then that should be the
specification in this field too, not just ".TXT" even though
such material is a kind of text.

message[6] reserved, 0
message[7] reserved, 0

----- End of document -----

I hope you take this info as it was intended. I'm not trying to
pressure you into any new releases, though I do hope that you will
be motivated to make such anyway by this information. It is after
all rather important for Geneva to use the CH_EXIT message in ways
compatible with most modern APPs.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3518. Re: CAB/Sting & Carrier detect

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea195010@oden.se>
Source record: 78000

on Thu 20-05-1999 00:00 Frank W. Lawrence wrote:

>Hi,
>
>Very often, while online using CAB/STING, I exprienncе a loss
>of my carrier detect after bout 2 min of in-activivity.
> 1) CAB.OVL problem?
> 2) STING/DIALER problem?
> 3) Configuratiin problem?
> 4) Me problem?

None of the above I think. ;-)

It sounds more like either of these two things.

1: A really bad, or somehow disturbed, phone line.
2: A really unstable modem pool to your ISP.

In either of these cases it might help if you prolong the interval
during which the modem will tolerate temporary carrier loss without
disconnecting. But it is not certain to help, as the other modem
also has a similar timeout, and may 'kick you out' anyway. If so,
you need to speak to your ISP people about that, and convince them
to set a reasonable timeout value.

The precise way of setting this constant may vary for different
modems, so consult your manual before trying anything.

On my USR 56K modem the setting is stored in S10 as 10ths of a second
with a default value of 7, so if I wanted to change it to a full second
I would use the command "ATS10=10".

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3519. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea195011@oden.se>
Source record: 78001

Hi again Jo Even,

on Thu 20-05-1999 10:25 josk@my-dejanews.com wrote:

----- snip ----- re: system bombing when reading NEWDESK.INF

I know of some definite cases where a NEWDESK.INF can cause bombs

1: It can contain garbage for some data that must be correct for the
TOS to continue functioning. (Even some spaces are important.)

2: It can be too large. All TOS have a ridiculously small area that
is reserved for reading in the NEWDESK.INF file, and yet it is
read into that area without any size checks whatever, and there
are sensitive AES/Desktop variables immediately beyond that area.
The standard reserved area is appx 4200 bytes. It can be extended
by some special utilities by Martin Osieka (GEMRAM + SHBUF).

3: It can contain settings that are 'unhealthy' for your system, even
though they are legal. For example, it is not really a good idea
to disable caching while using a very high rez on a Falcon. That
in itself can be enough to bomb an unaccelerated Falcon.

Given your description of the machines it struck, and that it did not
strike the Falcon, I strongly suspect variant 1.

Your description makes it sound as if you are using the *same* NEWDESK
file on all these machines, probably having copied it from the Falcon.
If so, then that is the whole problem. It is only the names of the
NEWDESK.INF files of these TOS that is identical. Each of them has a
slightly different format. TOS 2.06 and TOS 3.06 use almost identical
files (but not quite), but TOS 4.04 has many differences, and so does
the MultiTOS desktop. They should NEVER borrow files from each other.

Check the resolution codes (the #E line) in particular, as illegal
resolutions are guaranteed free tickets to bomborama.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3520. Sacramento Area - Atari U

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: tom.derrick@acpu.com
Message-ID: <927773454@acpu.com>
Source record: 78002

nbs@sonic.net (William Kendrick) spake thusly:

N > I recently moved to Davis, CA and rediscovered the Yolo Atari
N > Club (YAC). I've only had the chance to go to one of their
N > monthly meetings since I moved, but from what I can tell, the
N > club seems to be dying out. Of course, for all I know, there
N > are dozens of Atari 8-bit, ST, Lynx, Jaguar, etc. users who
N > just don't know that there's a usergroup or when it meets! If
N > you have, or are interested in, any kind of Atari, please
N > contact me!

It has been my experience that all it really takes to revitalize a
failing organization is for some energetic, well-intentioned fellow
to take an interest. Regarding YAC, it sounds as though that person
is you! (No disrespect _at all_ intended towards Eric and the gang.)

Good luck!

"The Poor Deluded Soul" - tderrick@acpu.com
Boise, Idaho, USA

... Back Up My Hard Drive? I Can't Find The Reverse Switch!
___ Mountain Reader II - #00000077

3521. ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <D7433.4303$8%6.331118@news1.telusplanet.net>
Source record: 78003

Hello all,

Would anyone like to take the intiative and setup an Atari ICQ database on
the web, with user's ICQ #? (ie ICQ:38857203) <hi ron :-) >
Since all atari's, even those w/o mintnet can use some version of ICQ, ...
If not, I wouldnt mind doing it on MagiC Online, as I could easily use the
new Atari.org Form mail :-)

Bad idea? good idea? Who carez idea? :-)

Night,

3522. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <374CD306.21241BD8@ihug.co.nz>
Source record: 78004

I got one for my STe from Mario.
Currently running a 1.7Gb and a 1Gb 3.5" drives.
Works great.

Chris Crosskey wrote:

> On 26 May 1999 16:26:14, MG wrote:
> >July Computer Shopper 's Atari section talks about an ide interface to
> >allow a 2.5" HDD inside thcase of an ST... Anyone done anything else
> >like this?
> >
> >I have an 810Mb 2.5" drive I could use in my STf...??
>
> Mario Becroft doies one that will work in STF/FM, gives you TOS 2.06 (I
> still have some of the boards where you can choose NOT to have TOS2.06
> though)...ASP sell in UK (that's me), there are other delaers around the
> world....
>
> chrisc

3523. Re: [web] Atari World Wide listing

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: roy@REMOVE.incontrolinternet.co.uk
Message-ID: <MPG.11b6eeeafb53a8d0989680@news.madhousenet.co.uk>
Source record: 78005

In article <7idh97$a1t$1@nnrp1.deja.com>, fg024@cleveland.freenet.edu
says...
> Howfy,
> Yesterday I've updated my Atari worldwide listing page.
> It can be found on my web page (see .sign).
> Ludo
> --
> http://www.multimania.com/softkid
>

Have you added it to The Atari WebRing?

http://www.incontrolinternet.co.uk/atariwebring/

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

REMOVE anti spam when replying

3524. Re: STiNG and IConnect - together?

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7iiq6k$l98$1@news4.svr.pol.co.uk>
Source record: 78006

On 25 May 99 01:52:18 GM, Daniel L. Dreibelbis wrote:
> well, to my surprise, I've gotten IConnect (the TCP/IP stack that comes
>with CAB 2.5 and 2.7) to actually work with Internet Direct, my ISP. And
>judging by my tests of it, I think I want to use this with CAB all the time.

:-)) And I've found that the IConnect script that I made for freeserve has
stopped working, mystifying!

> Now, I seem to remember a few weeks ago that someone said it was possible
>to have both STiNG and IConnect running and cooperating with each other. Or was
>I hallucinating this?
There's no cooperation involved, simply that you can have both IConnect and
STinG loaded at the same time, you will have to make a connection with the
appropriate dialer for your connection. Olivier Booklage's latest CAB
overlay will work with either an IConnect or StinG connection.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3525. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: josk@my-deja.com
Message-ID: <7iiv0t$8ns$1@nnrp1.deja.com>
Source record: 78007

In article <374cbf28ea1950e@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> >I remember using something like this in a wobbling
> >scrolltext ages ago (around 1990), it definitely didn't work on my
Falcon ;-)
>
> Why not ? Just turn off the cache before running it. On a Falcon
that must

Yes, I could turn off the cache and run the old binary (except that the
border-busting code didn't work...), what I meant was that I couldn't
reuse the old code in a Falcon-demo I tried to write when I got my
Falcon (I gave up after having seen some of the amazing stuff that was
released...).

> Please do. I am always interested in such things, even though it

Will do when I get back from work tonight.

probably is
> not applicable on my own system.

Speaking of your system, what's happened with your Falcon?

> >on the Hades everything is "ST-RAM", there is no TT-RAM or alternate
RAM. The
> >advantage of this is that all memory is DMA-capable.
>
> That is in no way contrary to my view of upwards compatibility, since
it is
> an extension (not a limitation) of the capabilities of both areas
compared
> to a TT, and thus another step in its original direction. What I

Apparently this memory-model do cause a few problems, it turns out that
some applications/TSRs has problems with ST-RAM > 14Mb.

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3526. Re: MagiC 6 and HDDRIVER

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374D0390.3419@ooc.de>
Source record: 78008

Peter A West wrote:

> 2. Disable the enabling of the CPU cache in HDDRUTIL

This option was removed from HDDRIVER several years ago because it was
obsolete.

> He also says that he assumes this is a hardware problem. With *his* TT
> HDDRIVER always crashed when the driver activated the CPU cache. He also
> had another TT once on which MagiC wouldn't run at all. The whole SCSI
> portion was broken - he then obtained another TT (?in exchange?).
>
> Maybe Uwe has other ideas?

I don't understand why Andreas is refering to HDDRIVER versions that are
outdated ;-).

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3527. Portfolio exchange.. is this legit?

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374CF8BE.2850@geocities.com>
Source record: 78009

Alright.. can someone tell me if the following people are for real?
The are taking Atari Portfolios and with a little more money upgrading
with the trade in to an Intel 486/33 palmtop

http://www.port-home.com/portfol/upgrade.htm

Interesting... though any move towards an intel is a step in the wrong
direction in my book. ;)

Doctor Clu

||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3528. Re: Portfolio exchange.. is this legit?

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374D094A.52224CE9@SPAMBLOCKbassment.demon.nl>
Source record: 78010

Doctor Clu wrote:

> Alright.. can someone tell me if the following people are for real?
> The are taking Atari Portfolios and with a little more money upgrading
> with the trade in to an Intel 486/33 palmtop
>
> http://www.port-home.com/portfol/upgrade.htm
>
> Interesting... though any move towards an intel is a step in the wrong
> direction in my book. ;)

Can't see anything wrong with it, except for the fact that it'll be "with you after the year 2000" and I wonder if 600usd is a good price for a 486 palmtop by then, even more when you have to trade in your Portfolio for it. Pentium palmtops are all over the place nowadays, and by the time you receive this 486/33 beast, the pentium ones are probably pretty cheap, let alone 486 ones.

They nicely list all the specs that make that new palmtop kick the Portfolio's ass, just the one thing I miss in that little spec list is the price comparison (what does a portfolio cost nowadays, 25usd?) :)

Oh btw, you moved towards Intel when you bought the Portfolio, so it's too late for moral issues anyway. ;)

Maurits.

3529. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <374D0AC4.A8F888B4@cs.bham.ac.uk>
Source record: 78011

kellis wrote:
>
> On Wed, 26 May 1999, Robert Goldsmith wrote:
>
> > 68060 chip routines. IBM and Apple were and are both
> > interested in this technology as - for a side point - the G3
> > (ppc 750) at 400MHz runs all but floating point arithmetic
> > at aprox 200% of the p2 450 - ie. it's twice as fast. As the
> > p3 is 50% faster than the p2 ... the G3 is about 50% faster
> > than the P3.
>
> something is wrong is this math.
> Can anyone confirm if I am that bad in math to not understand the logic
> behind this theory?

Sorry, got a bit carried away - I meant 33% faster :) <goes
red with embarisment>

It's been a couple of years since I last did any maths - I'm
doing a Computing degree ...

P2 == 2 x P
P3 == 3 x P

=> P3 == 3/2 xP2 == 1.5 x P2

G3 == 2 x P2

=> G3 = 2/1.5 x P3 == 1.3 x P3 == 33% faster than P3

Robert.g

3530. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk>
Message-ID: <374D0CC5.3A3882DB@cs.bham.ac.uk>
Source record: 78012

David Leaver wrote:

> My computer looks like this.

<snip>

U have a lot of stuff on the scsii system. It is quite common even on the orriginal Mac Scsii (Apple invented Scsii btw) that as the system neared it's limit it started to go a little flaky. I missed the start of this but did u reciently add a new scsii drive ? Also, it all the termination setup correctly for the scsii chain and is the total length of the connecting cable under 1M if it's cheap cable and under 3M if it's better cable (ie. well shielded).

The scsii glitches in the Falcon are quite well known. I wonder if the TT has the same problems until the system is booted (either Magic does something to correct the problems once it's fully booted or once the massive HD use of the boot sequence has finished things improve ...). Have u tried removing drives no needed for booting from the scsii chain to c if things improve ?

It is the problems with SCSII (slow - so Apple say - and limited in reality to about 5 out of the 8 devices - including the host, the TT in this case, for stable operation) which made Apple come up with what they call FireWire - like USB but a LOT faster <g>.

Robert.g

3531. Q: Atari dma->scsi

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Felix Bohmann <fb@vmol.de>
Message-ID: <374D1CBA.E5EB7C15@vmol.de>
Source record: 78013

Hi!

I have i ICD Advantage Plus(pro) St dma->scsi card .. currently there is

a 40 mb scsi drive connected ..
i tried a 540 mb scsi hd and the drivers weren't able to find the disk
.. so how can i fix this ? do i need a
newer os for the controller or just a new driver ? (and where can i get
that ?)

seers,
felix

3532. Wanted Atari Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Bob <nospam@thanks>
Message-ID: <01bea834$f5271ea0$02c809c0@purple>
Source record: 78014

Hi,

Looking for a Falcon or TT, pref with HD. Monitor not
required. UK if possible.

Thanks

Bob.

Please email Bob@brain-box.demon.co.uk

3533. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: gryf@hrzpub.tu-darmstadt.de
Message-ID: <7ijakrmqf1@sun27.hrz.tu-darmstadt.de>
Source record: 78015

Hi!

In article <374D0CC5.3A3882DB@cs.bham.ac.uk>,
Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk> writes:
> (Apple invented Scsii btw)

It' SCSI, btw. And it wasn't Apple, who invented it, btw. Check out
http://www.fastgraphics.com/scsi/scsi_background.html or
http://cynosurex.granax.com/SCSI/SCSI_Introduction.html for details.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3534. MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7ijgh5jva1@nnrp1.deja.com>
Source record: 78016

Some of you might remember that MagiC ate the boot-drive on my Falcon a couple of months ago. What happened was that MagiC wrote its boot-log all over the place, I found pieces of it in mint.cnf, some n.aes binaries, the gemsys-folder... Now, MagiC has never really worked on my Falcon so I just assumed that it was just another Falcon-problem. I deleted it from my Falcon, but kept it on my TT since I've never had any problems with it there.

But guess what happened on Tuesday? Right, suddenly I was unable to boot my TT because - you guessed it - MagiC's boot-log was all over the place. This time it had trashed the FAT as well, so I had to restore the entire partition.

Has anybody else experienced this? I was (didn't reinstall it) using 6.01, with NVDI 4.12 and HD-Driver 6.30, the Falcon was running NVDI 5.01 and HD-Driver 7.12 when it happened. MagiC has trashed partitions on my Falcon many times before, but it has never happened on my TT with previous versions.

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3535. Re: Q: Atari dma->scsi

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: josk@my-deja.com
Message-ID: <7ijgm7$k07$1@nnrp1.deja.com>
Source record: 78017

In article <374D1CBA.E5EB7C15@vmol.de>,
Felix Bohmann <fb@vmol.de> wrote:

> I have i ICD Advantage Plus(pro) St dma->scsi card .. currently there
is
>
> a 40 mb scsi drive connected ..
> i tried a 540 mb scsi hd and the drivers weren't able to find the disk

Did you disable parity on the new drive? Is the new drive terminated?
What brand/model is the new drive?

Jo Even Skarstein

--== Sent via Deja.com http://www.deja.com/ ==--
---Share what you know. Learn what you don't.---

3536. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374d4a243cd6010@oden.se>
Source record: 78018

Hi Alex,

on Thu 20-05-1999 21:09 a1exh@hotmail.com wrote:
>
>> Hmm...is this the same Thalion that did Amberstar, Ambermoon, etc,
>>etc,...?
>
>The very same, they also did classic games such as Wings of Death and
>Enchanted Lands!
>
>> BTW, anyone know how to get Amberstar (its so picky!) to work on a
>>Falcon?
>
>No, but we REALLY need a Falcon user, on our test team. Mail me direct
>and we'll talk??

I just thought I'd mention that I can run Amberstar on my Falcon.

The MAIN.PRG does not work though, so I have to start the AMBRSTAR.PRG itself, and it needs the caching to be off. And of course, I must boot with my CT2B switch in the off position too. I only installed it to help another guy to get it up on his TT lately, so I don't remember all details now, but I think the INTRO and EXTRO stuff works too, provided that they are run separately, not from the MAIN.PRG.

I haven't played very far into the game, so I have no idea whether it works all the way, but it never bombed or froze on me.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3537. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374d34aa2c0fec1@oden.se>
Source record: 78019

Hi Joergen,

on Fri 21-05-1999 21:13 Joergen Bak wrote:

----- snip ----- re: boot problems with disk corruption

>Now I can`t get it to work with NVDI, every time I boot from the HD, it will
>erase my ASSIGN.SYS file in the root. If I set it to read only, it rapport a
>error when starting up. As of now this huge drive only countain what it needs to
>boot,- MagiC v. 6.0 , some internet apps and a few other things.

This rings a loud bell for me. The new hard disk driver may be innocent.

Your older problems may have been due to AHDI's well known inability to
deal with large hard disks, and I am also uncertain how well HDDR 7.1 can
do it, but the new version *should* have this ability. So the remainder
of what I have to say only applies to your latest problems.

The big question is: Do you use the MagiC 6 feature of using a boot log file ?

I did that at first, and experienced many strange problems, but after a while
I began to see a pattern in it. The ruined files where always such that were
opened and read during the boot process, and the garbage that overwrote them
was not random garbage at all, but text that should have been sent to the
boot log file.

Apparently MagiC can become confused as to which file it should write to
when \AUTO\ folder programs also open files during the boot. And if that
confusion gets sufficiently bad it could start writing the file data to
folder sectors (internally folders are like files), and that would trash
those folders. Fortunately that did not happen to me, but I did have a
lot of files trashed before I realized what had been going on.

I've turned the feature off permanently to avoid any risk of more damage.
(Just erase the 'log=...' line.)

Possibly your problem is due to something else, but it could be the same.
If so, just editing your MAGX.INF like I did will fix it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3538. Re: STiNG DNS cache load failure

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374d34aa2c0fec2@oden.se>
Source record: 78020

Hi James,

on Sat 22-05-1999 13:21 James F. Haslam wrote:

>I've recently upgraded to v1.20 of STiNG, and its all been working fine,
>until today, when I noticed "DNS cache load failure" coming up in the auto
>sequence. This has not been happening before now.

This means that the RESOLVE.STX could not load any cache data from the
CACHE.DNS file in the same folder as itself. It should then create a
new file for you, and start from scratch. This message is not really
an error message, as it is legal to start without any cache.

>I've recently added Extendos to my Auto folder, as I now have a CD-Rom
>drive, but I made sure that STiNG is still at the end of the sequence.

There should be no conflict between STinG and ExtenDOS, so don't worry
about that.

>What is the DNS cache?

It is two things. A mandatory cache in RAM, and a copy of that on file
CACHE.DNS in the same folder as RESOLVE.STX. The file is optional, so
if you ever get garbage in it that causes trouble, just erase and reboot.
If present at boot the file data will be used to initialize the RAM cache,
and if permitted by "DNS_SAVE = TRUE" in DEFAULT.CFG all changes in the
RAM cache will also be written back to the file for future boots. This is
the recommended usage, as it can save a lot of time.

>What does it do?

The DNS cache stores all results from queries sent to the nameserver, so
that symbolic addresses can be resolved locally without having to send
identical requests over and over. The results are timestamped and will
be purged from the cache when the validity time is exceeded. Normal
validity periods are 24-48 hours. So if you take a few days 'offnet'
the resolver will normally purge the cache anyway as soon as it has
loaded the file when you boot up.

NB: This relies on real time clock. If you start the system with random
time settings, then it is likely that the cache will be erased very
often, so that you miss some of the benefits of having the cache.

>I still seem to be able to use the Net; email, web and FTP seems unaffected.

That is quite normal when restarting the cache from scratch.

>Should I reinstall STiNG (or just the DNS part)?

No. This is nothing to worry about.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3539. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ijh92$5i5$1@news.campuscwix.net>
Source record: 78021

```
On 27 May 1999 04:47:31 , "Bengy Collins" wrote:
->Hello all,
->
->Would anyone like to take the intiative and setup an Atari ICQ database on
->the web, with user's ICQ #? (ie ICQ:38857203) <hi ron :-) >
->Since all atari's, even those w/o mintnet can use some version of ICQ, ....
->If not, I wouldnt mind doing it on MagiC Online, as I could easily use the
->new Atari.org Form mail :-)
->
->Bad idea? good idea? Who carez idea? :-)
->
->Night,
->.

Sounds like a pretty good idea to me! The easier it is for Atari users
to stay in touch with each other, the better... (check my .Sig) ;-)))

_____________________________________________________________________
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_______________/_______________/_________________/_______________/ /
\_____________________________________________________________________\/
```

3540. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7ijhkt$5i5$2@news.campuscwix.net>
Source record: 78022

On 27 May 1999 12:40:47 , Ronald Andersson wrote:

<snip>

->I just thought I'd mention that I can run Amberstar on my Falcon.

Dang, really?! I had a difficult time getting the HD installation
routine to recognize my partitions and finally installed it on a
Mega ST (where it complained about my 16 mhz AdSpeed!), then copied
everything over to my Falcon's HD. I also tried running it from a
floppy drive installation, using Backwards. From the HD I tried it
with FalconSX, with STe bus, caches off, STe sound system, etc, etc
set... Crashes consistently after starting... ;-(

->The MAIN.PRG does not work though, so I have to start the AMBRSTAR.PRG
->itself, and it needs the caching to be off. And of course, I must boot
->with my CT2B switch in the off position too. I only installed it to help
->another guy to get it up on his TT lately, so I don't remember all details
->now, but I think the INTRO and EXTRO stuff works too, provided that they
->are run separately, not from the MAIN.PRG.

I'll try this. Hmm...come to think of it, I've not tried it since I
switched from ICD's software to HDDriver. That might make a difference
to. (it has on some other demos/games/software) I'll let you know if
this works on my machine...

->I haven't played very far into the game, so I have no idea whether it
->works all the way, but it never bombed or froze on me.

Understood. Thanks for the tip about it though... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3541. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374D6009.C6301C9B@SPAMBLOCKbassment.demon.nl>
Source record: 78023

DarkChyld wrote:

> Sounds like a pretty good idea to me! The easier it is for Atari users
> to stay in touch with each other, the better... (check my .Sig) ;-)))

Indeed, so I wonder why most of the posters here are never on IRC (yeah
I know you are, Dark and Bengy) :)

I'm not using ICQ as long as IRC does all I want it to do. :)

Maurits (aka Comp7)

3542. Re: Huge IDE disk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927825430-002326AEicMi@post3.tele.dk>
Source record: 78024

>From: Uwe Seimet <us@ooc.de>

Thank's for enlighten me about this LBA stuff.

cheers

Joergen

Surfing the net on a ATARI Falcon 030 powered by MagiC v. 6.0

http://home3.inet.tele.dk/prunus/

3543. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Joergen Bak <prunus@post3.tele.dk>
Message-ID: <927825440-004074AEicMi@post3.tele.dk>
Source record: 78025

>From: dlanor@oden.se (Ronald Andersson)
>
Hi Ronald

>Your older problems may have been due to AHDI's well known inability to
>deal with large hard disks, and I am also uncertain how well HDDR 7.1 can
>do it, but the new version *should* have this ability. So the remainder
>of what I have to say only applies to your latest problems.

The disk have 7 partitions with about 460+ Mb on every partition. Apparently
AHDI handle this size quite well, in single TOS, that is.

>
>The big question is: Do you use the MagiC 6 feature of using a boot log file
>?

Yes, I use this feature in the Magx.inf file, but somehow, MagiC is not
always making this log file? Don't know why, but it never did it constantly
on my setup, not on the smal drive either.

>Apparently MagiC can become confused as to which file it should write to
>when \AUTO\ folder programs also open files during the boot. And if that
>confusion gets sufficiently bad it could start writing the file data to
>folder sectors (internally folders are like files), and that would trash
>those folders. Fortunately that did not happen to me, but I did have a
>lot of files trashed before I realized what had been going on.

Sounds like something I experienced my self! What confuses me is, that some
apps. like for example ImageCopy, will not run under MagiC, but terminate
with error 69, what ever that is. But under single TOS there is no problem.
That is on the big drive, on the small drive ImageCopy runs well with MagiC
and TOS.

>I've turned the feature off permanently to avoid any risk of more damage.
>(Just erase the 'log=...' line.)

I'll try to experiment with this. The few log files I have seen didn't teel
me anything anyway.

>
>Possibly your problem is due to something else, but it could be the same.
>If so, just editing your MAGX.INF like I did will fix it.

Well,- for the moment, MagiC will not go past the Magxboot32.prg, but stop
with a black screen. Nothing more happens and I have to reboot the machine.

The funny thing is, that MagiC is very stable on the old 130 Mb drive, and I
like the MagiC multitasking and the speed of NVDI.

I am beginning to wunder, if MagiC like big harddrives at all or maybe it can't cope with this kind of space.

cheers

Joergen

Surfing the net on a ATARI Falcon 030 powered by MagiC v. 6.0

http://home3.inet.tele.dk/prunus/

3544. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ijt2p$8ad$1@snipp.uninett.no>
Source record: 78026

Ronald Andersson <dlanor@oden.se> wrote:

> Since the original CPU completely releases the bus when that pin is grounded
> (as for CT2B installation) one perfectly feasible fix for a broken pin would
> be to simply cut that chip out completely. Carefully cutting *all* its pins
> I mean, and throwing the chip itself in the waste basket.

I don't know how clever this is, this question has been raised on the
Afterburner-list a couple of times and the answer has always been the
same: Removing the 030 will result in a dead Falcon. I don't know why
though...

Btw. a broken pin on the CPU is not fatal, Geir Vï¿½lidalo broke two (2)
when he installed his AB and managed to fix it with one strand of wire
from a piece of multistranded wire, a 15W soldering-iron and some
super-glue.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3545. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <374d784e$0$10483@news.zetnet.co.uk>
Source record: 78027

On 26 May 1999 10:22:02 , Robert Goldsmith wrote:

| . . . .
|The PPC chipset is 100% designed and built by Motorola and
|is a RiSC processor family using a very cut down version of
|68060 chip routines. IBM and Apple were and are both
|interested in this technology as - for a side point - the G3
|(ppc 750) at 400MHz runs all but floating point arithmetic
|at aprox 200% of the p2 450 - ie. it's twice as fast. As the
|p3 is 50% faster than the p2 ... the G3 is about 50% faster
|than the P3.
|
|IBM have and continue to develop server systems and embedded
|control systems using the PPC chips while Apple have had PPc
|in all their computers for over 5 years now.
| . . . .

I can't find the issue of Byte which described the powerPC but I am fairly certain this was a combined effort by IBM, Motorola and Apple (i.e. excluding Intel). Both IBM and Motorola have made versions.

John Logan

3546. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ijt9l$8ad$2@snipp.uninett.no>
Source record: 78028

Ronald Andersson <dlanor@oden.se> wrote:

> I did that at first, and experienced many strange problems, but after a while
> I began to see a pattern in it. The ruined files where always such that were
> opened and read during the boot process, and the garbage that overwrote them
> was not random garbage at all, but text that should have been sent to the
> boot log file.

Ahh, so it's not just me! :-) It has happened on both my Falcon and my TT,
and in both cases it destroyed both mint.cnf and N.AES so naturally I
started to wonder ;-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3547. [FS] atari CD-ROMs

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <374D7893.B168C340@ping.be>
Source record: 78029

```
atari CD-ROMS 60 FF/UKP 6 each:
```

Games:

- Gambler : 800 □□□□ Falcon & TT games
- My series "special TT"

```
Suzy B's Atari Software Treasury:
----------------------------------------
- Volume 1 (2cds) UKP 10
- Volume 2
```

CD-ROMS□ Homa House Systems:

All the cds must go in one package I will not separate them, the drivers
are the latest and it will be possible to update them in the future.
□All five cds□ + drivers □for 500 FF/UKP 50 □
-Infopedia 2
- UFO 2
- MPC Wizzard 2
- Time almanach 1990s
- Pharmassist & Total Body

IMPORTANT NOTE : □for payment, you will have to add the postage costs.
Only email requests please□□□□□□□□□
□

```
--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *
```

3548. Lynx games wanted

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <374D7293.D956FA38@ping.be>
Source record: 78030

I need Lynx games ... please ... anybody selling some of them ?
Do you know where I can buy them ?
16/32 systems always working ? How to contact them ?

Thanks for any information ...

Jo

Please, could you also send an email answer because I can only come here
from time to time ...

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3549. [FS] atari software and hardware

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <374D780E.1B1960B4@ping.be>
Source record: 78031

```
HARDWARE:
-----------------
- TTM195 B&W 19' monitor for TT *** sold ***
- Monitor switch box for TT
- 1040 STF 16MHz
- SM125, monochrome screen
- SC1224, color screen
- Monitor switch box for above
- SPECTRE GCR with user manual and OS
- Video Master, video digitalisation cartridge with soft and manual for
any ST and special version for Falcon + RGB splitter.
- Power Computing handy scanner with genuine soft and RIM driver
- Overscan STF card + disk and user manual *** sold ***
- Noise supressor for any Megafile or MegaST series

SOFTWARE:
----------------
- New Pro 24 with key
- Steinberg Avalon 2.1 with key
- Sherlook, professionnal caracter recognition
- STF/STE games in box and manual:
- Ishar I
- Ishar II
- Ishar III
- Bat II with sound card
- Super Space Invaders
- Lotus I, II, III
- Vroom multiplayer
- Frontier Elite II
- Hook
- Les animaux
- Le bureau magique : - Math CE1
- Math CP
- Math CM1
- Math CM2
- Franï¿½ais CE2
- Franï¿½ais CE1
- Franï¿½ais CP
- Le labyrinthe de Morphintax
- Les mille et un voyages
- Indiana Jones and the last crusade
- Elemental
- Super cauldron
- The chaos engine
```

- Le manoir de Mortevielle
- Le livre de la jungle
- Zool
- Tiny sweeks
- The ancient art of war in the sky

Any interest ? Join me by email please ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3550. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7ijthg$8ad$3@snipp.uninett.no>
Source record: 78032

magicmac@my-deja.com wrote:

> It would be a tight fit with the NOVA underneath however. I purchased
> the CT2 for use with Expose (50Mhz to 128MB of fast ram as opposed to
> 40Mhz to 64MB with the A/B). Now I can easily fit a 3 minute 8mm film
> into memory with room to spare at full screen grab.

If you run a memtest you'll see that the CT2's fastRAM-access isn't any
faster than the AB, so if you bought the CT2 just for that you'll be
disappointed ;-) The extra RAM probably helps though, so does the much
faster 16-bit bus since you (IIRC) doesn't have a graphics-card on that
Falcon.

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3551. Neodesk Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Andy Blakely <AnakiMana@excite.com>
Message-ID: <374D78A3.AE5ACF7C@excite.com>
Source record: 78033

Does anybody know where I could get the patches for Neodesk 3.01? I need patches for 3.01 to 3.02, and 3.02 to 3.03. Has anybody else had trouble setting Neodesk 3 up on an STE w/TOS 1.6?

Thanks,
Andy Blakely

3552. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3770e08a.51372099@news.demon.co.uk>
Source record: 78034

On Tue, 25 May 1999 10:33:16 +0200, Maurits van de Kamp
<maurits@SPAMBLOCKbassment.demon.nl> wrote:

>Guy Harrison wrote:
>
>> >I think one can have the complete MSDOS kernel linked in that amount of bytes.
>>
>> I think 7K for the MSDOS kernel, considering its performance, is
>> definately bloatware. ;-))
>
>Does MSDOS actually HAVE a kernel? :)

Oh yes. It is very small, only one instruction in fact. The 80x86
equivilent of NOP.

<g>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3553. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <3771e201.51747859@news.demon.co.uk>
Source record: 78035

On Wed, 26 May 1999 09:30:54 +0200, Nicholas Bales
<bales@directprovider.REMOVETHECAPITALS.net> wrote:

>
>
>Steve Glass a ï¿½crit :
>>
>> Will the bios auto find the new memory on the STE?
>>
>
>Bios ??? This isn't pc world ?

But it's got one, and an xbios as well. Two of the buggers and both
work!

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3554. DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: jimsmith@zetnet.co.uk
Message-ID: <374d8139$0$10481@news.zetnet.co.uk>
Source record: 78036

Hi All,

I was just checking the HD Driver page last night and spotted that versions after 7.1 now have support for DVD-RAM drives.

Does this mean I can now go to a local PC computer fair and pick one of these up dead cheap, plug it in, and play DVD movie disks ?

Having seen the speeds that MPEG movies play on my 14 Mb Nemesised Falcon, (without sound) I find this hard to believe !

Not having actually examined one of these disks, what format are the movies in ?
What could be used to play them on our platform (if it is possible) ?

Here's hoping......

Jim.

3555. *-* Mega Disczine *-*

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Chris Swinson <chris-swinson@mega-disczine.freeserve.co.uk>
Message-ID: <7ik1ff$9n1$1@news5.svr.pol.co.uk>
Source record: 78037

Hi all,

For anyone how as seen Mega disczine then you are more than welcome to join out mailing list. Please see my site at ....

www.mega-disczine.freeserve.co.uk

Please find at the base of the main screen the subscribe box. This is my "new" site and is still undercostrucion, if you find any broken links you can try my old site at....

www.users.zetnet.co.uk/mega.disczine/

You should also find the first 3 issues of Mega on my new web site.

Rather a lot of people have had problems regarding issue 1 and issue 2 in relation to the mouse and keyboard not responding or they were unable to unpack the files correctly to the floppy. This list will come in useful to anyone who has had such problems. Issue 3 was corrected in all these matter but going by the amount of "complaints" in running issue 1 and 2, this list should help you all out.

Due to a problem with my PC (yup I'm a bad boy arn't I ?!?!) I lost most of the files which had been linded up for the next issue. This of course means that issue 4 will be released a little latter than was expected. If you would like to contribute anything at all then please feel free to E-mail me , or post your comments to the mega list.

We are currently planning a STOS "quiz" in the near future. Most of these will be simple projects to help beginner problem solve and get used to how all the STOS commands are used. The first "tutorial" is underway at the moment and most STOS users should be able to solve the puzzles we set to you. Its for fun, advanced uers can also join for the fun as well if they wish , though you may not be interested in the beginners tutorials at this time.

Once the list is setup and running how we want it , with more users also we already have a handful of users already even before this post) I'll start to post the files. These files are only simple (small) files so you should not have to worry about long downloads. You will receive 1 zip file which will contain 2 files, one will be the STOS .BAS file for you to work with, the other will be a compiled .CMP file which will be the working code which you must make the basic program do. Once you think you have done it you can post back to me your ammended files for evaluation. I will also be posting on the list things like the "top ten fastest coders" . Ok, maybe its not fair to people who don't have much free time but we can work this out at a later date. Should anyof you need any extra help then just post to

the list and I'll help you, others users will also be able to see what everone else write so we can all learn as a group.

As said before, its for fun and to learn STOS. You can subscribe and unsubscribe anytime you wish. If you need any further information of questions then please E-mail be.

Keep STOSing....

Chris.swinson@zetnet.co.uk

ICQ 25028406

Chatroom on X-net #mega_disczine from 9:00PM (UK TIME)

Thanks goto Deano of sillysoftware for the re-vamp of my freeserve site :o)

3556. www.atarisales.com

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Video61@webtv.net
Message-ID: <4747-374D8424-30@newsd-171.iap.bryant.webtv.net>
Source record: 78038

www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

3557. WTD:ST Format Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: William Cartmill <william.cartmill@virgin.net>
Message-ID: <374E02CA.4063@virgin.net>
Source record: 78039

Hi Everyone

Im on the look out for some ST Format magazines. Either with or without cover disks. I'll pay costs of mags and postage.

All the beST

William

3558. Re: WTD:ST Format Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Jo Vandeweghe <dipching@ping.be>
Message-ID: <374D9553.5B483834@ping.be>
Source record: 78040

William Cartmill a *crit :

> Hi Everyone
>
> Im on the look out for some ST Format magazines. Either with or without
> cover disks. I'll pay costs of mags and postage.

Which issues are you looking for ... maybe I have them ...

Jo

--
Jo Vandeweghe * dipching@ping.be
http://ping4.ping.be/dipching-drulkhor/INDEX.HTM
" Sure highest mountains are not made of stone."
* FREE TIBET *

3559. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7ik95q$7jr$1@nnrp1.deja.com>
Source record: 78041

In article <7ijthg$8ad$3@snipp.uninett.no>,
Jo Even Skarstein <joska@nvg.ntnu.no> wrote:
> magicmac@my-deja.com wrote:
>
> > It would be a tight fit with the NOVA underneath however. I
purchased
> > the CT2 for use with Expose (50Mhz to 128MB of fast ram as opposed
to
> > 40Mhz to 64MB with the A/B). Now I can easily fit a 3 minute 8mm
film
> > into memory with room to spare at full screen grab.
>
> If you run a memtest you'll see that the CT2's fastRAM-access isn't
any
> faster than the AB, so if you bought the CT2 just for that you'll be
> disappointed ;-) The extra RAM probably helps though, so does the much
> faster 16-bit bus since you (IIRC) doesn't have a graphics-card on
that
> Falcon.
>

ST RAM access should be back to normal speed.
The Expose is probably the limiting factor anyway as far as frame rate goes. It will be nice to break the 64mb barrier however. Apex, when filled to the brim, likes to crash a lot. 128mb should leave plenty of room for editing. My Aiwa dual standard VCR has a very stable output at 1/2 speed allowing full screen captures basically at 24fps. There are usually only a few duplicate frames that have to be edited out because there is no SMTP timing.

I glanced at the manual for the CT2 today, and was pleasently surprised that they elimated the GAL chips on the Falcon motherboard. Wizztronics had tried to do this, but didn't have much luck. Kudos to Centek. There is also no buffer mod needed, I guess, unless you have problems with DMA. I wish someone would have done an 060 card like this.

Mike
> --
>
> /*
> ** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
> **
> ** beer - maria mckee - atari falcon - babylon 5
> */
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3560. Re: MO Optical drive why doesn't HDdriver....

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <TQFiLLAnZZT3EwPY@steverosie.demon.co.uk>
Source record: 78042

In article <3747FFCB.6DCC@ooc.de>, Uwe Seimet <us@ooc.de> writes
>
>Remember to activate the option "ICD compatible adapter" when
>configuring HDDRIVER.
>

Hiya

Sorry for the delay, I've been experimenting with a parallel/SCSI drive
on a PC!

I've not replied without double checking that the option is set, and it
is!

Now I know what SCSI means;) Some Can See It;)

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3561. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <rwMsTNABgZT3Ewq6@steverosie.demon.co.uk>
Source record: 78043

In article <3771e201.51747859@news.demon.co.uk>, Guy Harrison
<guy@swampdog.demon.co.uk> writes
>>>
>>> Will the bios auto find the new memory on the STE?
>>>
>>
>>Bios ??? This isn't pc world ?
>
>But it's got one, and an xbios as well. Two of the buggers and both
>work!

What the person was getting at is that the Atari doesn't have the BIOS
in the same sense as a PC does. BIOS = Basic In/Out System. It's not
responsible for sizing the computers memory.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3562. Re: SV: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <uQXtrTAviZT3Ewod@steverosie.demon.co.uk>
Source record: 78044

In article <ZJC23.3629$ax3.5471@nntpserver.swip.net>, Claes Holmerup
<claes.holmerup@swipnet.se> writes
>
>It might not only be that the chips have come loose - many times the
>problems are due to oxides on the component pins or in the sockets. The
>most common chips to cause this kind of problems are the GLUE and MMU -
>the two squared chips. The problem is that you might damage the sockets
>if you're not careful - it's best to have a special PLCC lifter when you
>remove them...
>To clean the legs and the sockets, get a fibre-glass pen to remove
>oxide.

I've been looking for just over a week for a PLCC remover and still have
drawn a blank. Can someone tell me where I can get one in the UK.

Tandy and Maplin don't:(

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3563. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19502@oden.se>
Source record: 78086

Hi Neil,

on Sun 16-05-1999 14:03 Neil Roughley wrote:

> on 16-05-99 Ronald Andersson wrote:
>
----- snip ----- re: raising DEF_RTT from 200 ms
>
>The default value for DEF_RTT is 50, not 200.

Ooops !
I guess I checked in one of my own old DEFAULT.CFG files rather than the one in the release package. That default value *will* be changed for the next release anyway.

>Anyway, changing this
>value to 200 yielded 775 CPS; 500, 2400 CPS; 800, 2450 CPS. I've left it
>at 500. Uploads are now almost as fast as downloads. Thanks -- nice fix!

I'm glad it helped. Hopefully this will eliminate all strange reports of slow responses under STinG.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3564. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19503@oden.se>
Source record: 78087

Hi Louis,

on Mon 17-05-1999 08:04 Louis wrote:

>on Sun 16-05-1999 18:48 Ronald Andersson wrote:
>
----- snip ----- re: raising DEF_RTT for better speeds
>
>I think you just hit a nail on its head: I recall the default setting was
>50, as Neil just mentioned.

Yes, he was right about that, but it will be raised in future releases.

----- snip ----- re: some TCP bugfixes that didn't help

Actually the DEF_RTT problem probably masked the problems Peter was working on so that you could not see any difference, even when there was one. TCP is a rather complex protocol, and there are still some things in STinGs implementation of it that can (and will) be improved.

----- snip ----- re: your speed improvements with higher DEF_RTT
>
>Ran another batch to my ISP, 8 emails coming in where the cps-rate
>displayed soared to 2750 at times, at the same time Newswatch was fetching
>articles but since the box is covered by the Popwatch box I didn't see the
>cps rates for Newswatch... All the emails were small ones (2000-3500
>bytes), so I figure on longer ones the cps-rate will go over those figs.

They should be, as there is an extra overhead for each mail both for TCP work and for file storage, some of which is the same for very small files.

>Anyway, I'd recommend to anyone still using this default value of 50 to at
>least shove it up to 200 or higher.

Definitely, except possibly those connected directly to an ISP system by a NULL-modem or Ethernet adapter. Then responses *are* that fast anyway.

>The strange part is: obviously it didn't affect cps-rates on CAB, Newsie
>and *downloading* with aFTP...

Actually it must have, though not as much. Partly because ISPs normally assign different timesharing priorities for different tasks. Thus we can expect quicker response for HTTP connections, and for FTP download, than we can expect for FTP uploads and mail sending. Also, the low DEF_RTT value caused congestion by retransmission of *outgoing* data, and there are far less outgoing packets in normal HTTP browsing and FTP downloads. So it is not strange at all that such operations were less affected.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3565. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19504@oden.se>
Source record: 78088

Hi Ekkehard,

on Mon 17-05-1999 16:58 Ekkehard Flessa wrote:

>RA>The XFS does not actually _do_ anything at first, except register
>RA>itself to the MagiC kernel.
>
>At that time it won't crash. But as soon as SB_AUTO.PRG tries to switch screen
>resolution, the system will be halted.

That sounds definitely as if that program uses some inappropriate method.
Have you tried it with other extra XFS filesystems loaded ?
(eg: RAMdisk, SPIN)

>RA>There is probably some other cause for this problem, which apparently
>RA>is 'triggered' by the presence of BNet.
>
>That might be the case.

I strongly suspect something of that sort, but I can't test it since I don't
have that screen driver.

>RA>That is why I suggested checking with different \AUTO\ and ACC setups.
>
>Do you know the number of AUTOs and ACCs active on my machines?

Nope, of course not, but I myself have appx 3.4 MB in 130 files in my own
AUTO folder, plus a large number of ACCs to choose from, so I know how hard
it can be. Still, sometimes no other method can isolate the problems.

>This would be a
>very odd job, especially with no really reproducable errors. Both Falcons were
>up and running for more than an hour this afternoon, so they wouldn't _always_
>crash.

Oh, that's actually worse than consistent bombing, as the intermittent bugs
are the ones hardest to find (and thus hardest to fix).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3566. Re: Falcon audio modifs

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19505@oden.se>
Source record: 78089

Hi Chris,

on Mon 17-05-1999 17:16 chris wrote:

>I've done the audio modifs on my falcon, but i'm not completely
>satisfied : i'm obliged to send maximal level from my mix to get a
>correct recording on the falcon
>
>I've changed steinberg specifications for these modifs on only one
>point : r66 and r87 are given by steinberg to be changed from 100K to
>47 K ; following some recommandations, I've changed them to 1.8K :
>wrong value it seems
>
>So, what is the good one ?

That depends on what peak amplitude you need to feed to those inputs
without getting any clipping effects, which will occur if the output
of the amplifiers in IC U9 are driven too 'hard'.

The resistors you mention are used as feedback for those amps, and the
input resistance is 10k. This means that the original gain was set to
appx 10, which was fine when expecting microphone signals. When using
some more normal source however, that needs to be lowered, by lowering
the feedback resistance.

These amps are fed by a supply voltage of 9V assymetrical, so max peak
rms voltage on their outputs is appx 2.8V, and at that level serious
distorsion may already have set in, as the large-signal response is
not as fast as small-signal response is (so we get TIM at high levels).
Obviously the situation is even worse for high speed transient peaks.

The value 47k for feedback means a gain of appx 4.7, so the input signal
must then never exceed 600mV rms to avoid clipping, and should be even
less to avoid TIM

On the other hand, using too low gain in the input stage worsens the S/N
ratio, so that amplification in later stages brings out more noise, which
is further worsened by digital noise as the signal is AD converted at the
low amplitude.

I think that the latter is what you describe as having to use max level
from your mixer to get correct recording on Falcon, so I would recommend
that you try higher feedback resistor values. The values you need will
probably lie somewhere in the range 5k-20k. Just remember to leave a
little extra voltage room for transients.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3567. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19506@oden.se>
Source record: 78090

on Tue 18-05-1999 06:36 Derryck Croker wrote:

>On 16 May 1999 18:48:15 , Ronald Andersson wrote:
>>Hi Guys,
>>
>>I've now experimented extensively (for appx 30 Hours) with various STinG
>>tweaks and improvements. I found that one control has a strong effect
>
>Thanks for taking the time to try this stuff out, I'm afraid that I can't
>see any improvement (in aFTP1.52b) upload speed here tho' :-(

Well, perhaps your DEF_RTT setting already matched your ISP then. In such
cases there won't be much improvement from tweaking it of course. Note
that there is normally very little improvement for local connections anyway,
as these usually have very short roundtrip delays.

>Pardon me for changing tack, but a week or so back there was a suggestion
>that some script difference between STinG and STiK (pardon me if I have that
>wrong) was responsible for causing Dan's cab.ovl to fail on the autosurf and
>background file downloading modules of CAB. Olivier's overlay worked fine.
>Was there any conclusion reached on this?

No, not as far as I know, and as long as none of the supposed problem details
are available, I am forced to regard it as an empty rumour.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3568. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19508@oden.se>
Source record: 78091

Hi Alan,

on Tue 18-05-1999 11:00 Alan K. Wortham wrote:

>I've recently acquired a Mega ST2. It has a AA battery case on the Hard
>Drive case as well as the CPU box. What are these for?

The battery case in the Megafile case is just a remnant of the fact that
Atari saved some bucks by not designing a brand new plastic mold. They are
very expensive, and it was lots cheaper to reuse the one for the Mega ST
case top, with minor changes on the sides.

The battery case in the Mega ST itself is for the batteries that drive the
realtime clock. Any fitting 1.5V batteries should do fine.

>Also, how do I tell which version of TOS it is running?

Unfortunately the desktop itself does not show TOS version code in any
of its dialog boxes. It only shows some development dates, and I don't
remember the crucial dates right now. (Others here probably do.)

If you have any tool that can display RAM contents in hex format, inspect
address 2 and 3. Those two bytes hold the TOS version number in BCD form.
The combined value will normally be one of the following:

$0100 TOS 1.00 Very old. Not quite safe for use with harddisk.
$0102 TOS 1.02 Rather old. Safe to use, but very inefficient.
$0104 TOS 1.04 Good enough. The old standard TOS for ST systems.
'' This is the best choice for games and demos, and
'' can also handle serious work very well.
$0206 TOS 2.06 Terrific. The new standard TOS for ST systems.
'' Best for serious work, but incompatible with many
'' games and demos (mostly their fault, not TOS's).

Upgrading to TOS 1.04 is easy. Some variants exist, but in most cases
you just pull out the old ROM/EPROM chips and plug in the new ones.

Upgrading to TOS 2.06 is harder, as the new TOS does not fit in chips that
can be installed in the original TOS ROM sockets. (Upgrade kits exist.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3569. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19507@oden.se>
Source record: 78092

Hi Joost,

on Tue 18-05-1999 17:42 Joost Bataille wrote:

>since a couple of days I'm a registred user of version 2 of Okami.
>The program works wonderfull but there's one strange problem. When
>I'm trying to write a message or a reply Okami calls the editor. QED
>appears with a new window but the mouse-arrow has disappaered. It
>returns nicely after quitting the editor with alt-Q and re-entering
>Okami. I also tried Everest as editor but that didn't make any
>difference. My computer is a Falcon with Magic 5.04 and NVDI 4.11.
>Does anyone have similar experiences or a suggestion? I'd appreciate
>it.

Well I have neither of those, but I do have some important info, which
is that the very same things (almost) work fine here. I use OKami 2
with Everest as editor and mostly use it under MagiC 6 with NVDI 5. My
system is an accelerated Falcon with 14 MB ST-RAM and 32 MB FastRAM, but
I don't think these system differencies matter in this case.

Things to consider:

What desktop do you launch OKami from ? I use Thing 1.27
Do you use any enhanced screen driver ? I use VI 2.04
Do you have any other active tasks running when this problem strikes ?
If so which ?
Do you have 'exotic' ACCs or autoAPPs running ?
Does the problem strike when you boot as 'clean' as possible too ?
Does it strike even in singleTOS ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3570. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea19509@oden.se>
Source record: 78093

on Tue 18-05-1999 17:48 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>>>This is how it's done on the AB as well, and a friend of mine also managed
>>>to break this pin... He did fix it though, if you want to know how he did
>>>it, just send me a mail and I'll forward it to him.
>
>> Just so you know: that was not on my computer, but on Derryck's
>
>> What symptoms did your friend get with the pin broken ?
>
>Dead Falcon. Both the 030 and AB tried to access the bus at the same time,
>this will obviously not work.

I thought so. That settles the question of whether or not Derryck's CPU pin
was broken (like he suspected it might be) or not. It also means that if it
does break eventually, some drastic measure will be needed.

Since the original CPU completely releases the bus when that pin is grounded
(as for CT2B installation) one perfectly feasible fix for a broken pin would
be to simply cut that chip out completely. Carefully cutting *all* its pins
I mean, and throwing the chip itself in the waste basket.

That might be a good idea anyway, as it should reduce power consumption.
Why feed a CPU that is no longer used ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3571. Re: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374cbf28ea1950a@oden.se>
Source record: 78094

Hi Steve,

there're just a few points I want to correct in your reply to Alan.

on Tue 18-05-1999 19:14 Steve Stupple wrote:

>The model's I've come across have all been TOS 1.4 Rainbow TOS (or
>1.04). IIRC 1.4 was the first one to support the blitter!

No, that's not quite right. In fact the Atari nickname for TOS 1.02
was 'Blitter TOS' (just like TOS 1.04 is 'Rainbow TOS').

Also, quite a lot of Mega ST machines were delivered with TOS 1.02,
because it was the first TOS to function reasonably well with hard
disks, and these machines were intended for the 'serious' market.
Later TOS 1.04 naturally replaced it, since it is even better, but
by that time a lot of Mega ST machines were already 'out there'.

>Anyway, if you go to the 'DESK' selection on the menu bar and look at
>the copyright dates the following is what version they match.
>
>I am doing this from memory, so please correct if I'm wrong;)
>
>1985 = TOS 1.09 ROM based.

Typo ? That should be 1.00 of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3572. Re: WTD:ST Format Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <LzMUTZABFaT3Ew+4@steverosie.demon.co.uk>
Source record: 78095

In article <374E02CA.4063@virgin.net>, William Cartmill
<william.cartmill@virgin.net> writes
>Hi Everyone
>
>Im on the look out for some ST Format magazines. Either with or without
>cover disks. I'll pay costs of mags and postage.
>

Where are you?

I have some ST Format cover disks, actually I have quite a few,
including some ST Format Wonder Disks that only the subscribed got;)

The price 50p per disk.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3573. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: gribnif@pair.com
Message-ID: <gribnif-2705991602340001@wilga.mtholyoke.edu>
Source record: 78096

> I hope you take this info as it was intended. I'm not trying to
> pressure you into any new releases, though I do hope that you will
> be motivated to make such anyway by this information. It is after
> all rather important for Geneva to use the CH_EXIT message in ways
> compatible with most modern APPs.

Oh, no, I'm definitely not inferring any pressure on your part.

This is a problem I've known about for some time, and one that is actually addressed in Geneva 006 (it uses 90 instead of 80). The problem is that NeoDesk (which we have no current plans to update) still relies on 80. Geneva 007 has some special code built into it to detect what version of NeoDesk is running and actually fix this message for it. I just haven't had the time to create the patch for US users yet.

When the decision comes down to either consulting for big $ per hour, or writing a patch program that will be released for free, I'm afraid the $ wins out :-)

I do have to wonder at the decision to use 80 for SC_CHANGED, with the knowledge that it was at one time reserved by Atari for CH_EXIT. They really should have chosen some other number, IMHO.

Dan Wilga Tel/Fax: (413) 532-2434
Gribnif Software Web: www.pair.com/gribnif
PO Box 779 email: gribnif@pair.com
Northampton, MA 01061-0779

3574. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <374DA7A2.641170F@facstaff.wisc.edu>
Source record: 78097

Trevor Spencer wrote:

> Anybody know if this program by Brian Henderson is still supported
> and/or available?
>
> I've just come across a copy on my hard drive, I think I got it from a
> coverdisk around 1994/5.
>
> Trevor
>
> 6 MB ATARI STe with Veloce+2
> NVDI TOS 2.06 MagiC Thing

The web pages for Route Finder (http://www.dur.ac.uk/~ded1brh/) are still active, although the last revision date I could find was October 1997.

The addresses (snail and e-) listed on that page are:

Brian Henderson
32 Archers Avenue
Stirling
United Kingdom
B.S.Henderson@durham.ac.uk

Don't know if they are still valid.
Good luck!

Doug Kendall

3575. Re: Forsale: Falcon package

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <374DA9ED.C0559A6@facstaff.wisc.edu>
Source record: 78098

Well, actually the poor bast**ds! in Spokane are wedged between Oregon and British Columbia, about 2437 miles more or less from Reading (Pennsylvania USA).

Doug Kendall
Madison, Wisconsin, USA

Ken Macdonald wrote:

> On 23 May 1999 16:25:33 , "kevin dermott" wrote:
>
> Spokane WA is Spokane Washington. The west coast of the US of A, stuck
> between California and Oregon. poor bast**ds! :-)
> ken

3576. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374db043$0$10483@news.zetnet.co.uk>
Source record: 78099

On 26 May 1999 23:47:16, magicmac@my-deja.com wrote:
*S*N*I*P*
>Anyone want a Mighty Sonic with 32mb of fast ram?
>
>Mike
Umm... I'm interested, what does it do?...is it just TT-RAM or more stuff
as well ?

chrisc

3577. SV: Bad SCSI day ..Please help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <rli33.853$4m.2231@nntpserver.swip.net>
Source record: 78100

Hi,

> I have a Quantum 540 SCSI drive and this drive is good and I have been
using it
> for a while now without problems. The drive was working fine until I
tried
> to connect a new CDR.

I'm not sure about the particular Quantum drive, but some don't work properly with Cubase Audio when you've activated the arbitration (which is needed when you use a CD-writer), so could that be the problem? If so, just de-select the arbitration option in your harddisk driver or an NVRAM configuring program (or use a program to reset the NVRAM).

> Is it possible that I may have damaged my SCSI Interface when I
> disconnected the cable?

You always have the risk of damaging the computer if you connect/disconnect external units with the power switched on (that's why they warn about it in the user's manual). I've seen many examples of this during all my years as an Atari service technician - it's much more common than people think...

> Is there a prg to test the Falcon system for SCSI interface
> problem? It is not a termination problem because my Quantum is inside
a metal
> case and I did not change its termination which is on as it is the
last drive , I connected thisone only
> as a test. When I scan for IDS it reports "Unit 0 not responding" or
> CH/Atari Megafile"

Which harddisk driver do you use?
If it's an unpatched AHDI, you won't find any drives if unit 0 isn't connected or doesn't respond for one reason or another - the driver won't continue to scan for the rest :(There is a patch program available, which changes the AHDI driver to scanning for all or selected units.

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3578. SV: SV: Malfunctioning 520ST-Help!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Claes Holmerup <claes.holmerup@swipnet.se>
Message-ID: <vli33.854$4m.2231@nntpserver.swip.net>
Source record: 78101

Hello,

> I've been looking for just over a week for a PLCC remover and still
have
> drawn a blank. Can someone tell me where I can get one in the UK.
>
> Tandy and Maplin don't:(

Just about any electronics store should have them, but since I'm not
from the UK, I haven't got a clue about where to find them there -
they're rather easy to get hold of here in Sweden though... ;) They cost
around UKP10 or so here...

Best regards,
Claes
My e-mail address: claes@holmerup.com
My personal homepage: www.holmerup.com
Swedish music on the web: www.swebmusic.com

3579. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dsgs8v.81yiuxjgnqyiN@srry01m01-38.bctel.ca>
Source record: 78102

James Smith <jimsmith@zetnet.co.uk> wrote:

> I was just checking the HD Driver page last night and spotted that versions
> after 7.1 now have support for DVD-RAM drives.
>
> Does this mean I can now go to a local PC computer fair and pick one of
> these up dead cheap, plug it in, and play DVD movie disks ?

DVD-Video requires the use of MPEG-2 decoding hardware (among other
things).

> Having seen the speeds that MPEG movies play on my 14 Mb Nemesised Falcon,
> (without sound) I find this hard to believe !

DVD-RAM is a different format than DVD-Video. DVD-RAM is essentially a
high-capacity (2.6GB per side), rewritable CD, backwards-compatible for
reading other CD formats.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3580. Re: SPeedo 5.0c??

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ikegl$p1l$1@news7.svr.pol.co.uk>
Source record: 78103

On 17 May 99 19:04:07 GM, Ken Macdonald wrote:
:>I have just got Papyrus5 from HiSoft (nice product!) but since my
:>Speedo5 is Speedo5.0b, it has problems with Papyrus. Does anyone know
:>where one can get an upgrade to 5.0c? It seemes absurd that I am
:>prevented from using the full capapbilities of Papyrus5 because of
:>ONE letter??!!

So what prob's you having dude, my Pap 5 always worked with all
version 5's of sgdos for me.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3581. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ikego$p1l$2@news7.svr.pol.co.uk>
Source record: 78104

:>I've got the drive detectable, as a previous posting.

:>What I'd like to know is why doesn't HD Driver detect the drive on the
:>other drive ID's, as opposed to just ID 1!!!!!

Do you have the relevany ID switched on in the config window.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3582. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <374dc8d89cffe0@tripnet.se>
Source record: 78105

On Thu 27-05-1999 02:48 (GMT) Ronald Andersson wrote:

>on Wed 19-05-1999 13:08 Dan Wilga wrote:
>
>----- snip ----- re: problems with Geneva clipboard operations of GEM APPs
>>
>>Actually, the reason for the error message when using the clipbaord is a
>>known conflict with the odd message that this (and other apps which use
>>the same libraries) broadcast in order to indicate that the contents of
>>the drive containing the clipboard directory have changed.
>>
>>You will get an alert if you are running NeoDesk 4 because it confuses
>>this message with another one it expects to receive when an application it
>>has run terminates.

[Lots of relevant stuff deleted!]

What is strange about all this is that I have hardly no problems at all
with Geneva+Neodesk. I am running STinG with Popwatch, Newswatch,
CAB2.5, Aftp, Okami, QED, etc. And almost everything works perfectly.

I can use the clipboard to capture addresses in QED and paste them in
CAB. The opposite also works. Neodesk does not complain at all.

I can drag files from a Neodesk to an Aftp window but the other
direction does not work. Hve to use the GET command instead.

The only real problem I have is related to how Okami calls ttp
programs. Starting OEXPIRE, OIMPORT or OEXPORT from within Okami leads
to instability later. PGP.TTP used to crash heavily before but since I
changed from lower to upper case filepaths in O.INF it kind of works.
The TOS2GEM solution does not work properly (no redraws when the TOS
program ends etc). Best would have been if Okami launched the TOS
programs in GNVA_TOS.PRG like Neodesk does. I have not talked to Jos
den Bekker about this as it does work perfectly as long as you avoid to
have Okami start other programs. QED.PRG has never showned any poblems
when started from within Okami.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3583. Jane Jetson's Strip Poker!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ikbn2$heu@enews1.newsguy.com>
Source record: 78106

Chris Cracknell posted recently:

>Speaking of atari and strip poker. A friend of mine who used to run an ST
>BBS told me there was a strip poker game for the ST that featured
>"Judy Jetson" (or was it Jane, his wife). I have never in all my travels
>run across this game. Does anyone know if it really existed and it archived
>on some ST site on the web?

Well, I remembered that game as well, and dug through my SyQuest cart archives of ST games, and found it. I put it up on my web site if anyone is interested.

The URL is in my signature - just follow the ATARI computing link to get to the game. Keep in mind that the Atari computer section of my web site is very much "under construction" at the moment (as is my site in general), but don't let that stop you from grabbing the game. And I put a couple other games up too: BLAT and POKER DICE.

Enjoy!

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3584. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: leaver@alphalink.com.au
Message-ID: <7ikgm8$l1e$1@black.interact.net.au>
Source record: 78107

On 27 May 1999 13:15:19 , joska@nuts.edu wrote:
>Xref: news.interact.net.au comp.sys.atari.st:45453
>
>Some of you might remember that MagiC ate the boot-drive on my Falcon a
>couple of months ago. What happened was that MagiC wrote its boot-log
(snip)
>Has anybody else experienced this? I was (didn't reinstall it) using
>6.01, with NVDI 4.12 and HD-Driver 6.30, the Falcon was running NVDI
>5.01 and HD-Driver 7.12 when it happened. MagiC has trashed partitions
>on my Falcon many times before, but it has never happened on my TT with
>previous versions.
>
>Jo Even Skarstein

I've never had this misfortune, but about the first thing I did with
Magic 6.01 was to disable the boot-log and opening screen. As I use
both a boot selector and NVDI's device selector when booting to TOS,
it's not a lot of help seeing what went on afterwards.

Without a boot-log, Magic 6.01, NVDI 5 and HD Driver 7.xx have behaved
impeccably on my MSTe. On the TT with HD Driver > 7.00 I've had the
problems with booting that I have been describing under another thread
but the only problem with files that I have sufferred during booting
is the occasional disappearance of MAGX.INF
David

David Leaver 10 Goodparla St,
e-mail leaver@netinfo.com.au Hawker, ACT 2614
leaver@alphalink.com.au Australia

3585. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: magicmac@my-deja.com
Message-ID: <7ikknq$fu1$1@nnrp1.deja.com>
Source record: 78108

In article <374db043$0$10483@news.zetnet.co.uk>,
chrisc@zetnet.co.uk (Chris Crosskey) wrote:
> On 26 May 1999 23:47:16, magicmac@my-deja.com wrote:
> *S*N*I*P*
> >Anyone want a Mighty Sonic with 32mb of fast ram?
> >
> >Mike
> Umm... I'm interested, what does it do?...is it just TT-RAM or more
stuff
> as well ?
>
> chrisc
>
It's about the size of the A/B. It has it's own PGA 68030 running at
16/32Mhz (I have it working with Nemesis at 40Mhz). It uses 8-4mb 30 pin
Toshiba 60ns simms. A Falcon will bench about the same as a TT (at
32Mhz), except for floating point, and that depends on how you have your
FPU clocked.
I have had this card for quite a while, and it is very reliable. The
only compatibility problems are with applications that cannot run in
fast ram. It uses two software switches in the autofolder to enable the
fast ram and clock speed. The memory is mapped at the same address as
"real" TT ram. Works fine with 14mb Falcons. Has pass through connectors
for additional cards. Requires the buffer mod to be installed in a
Falcon. I can't think of anything else. It's not near as nice as the
Centurbo, but it's pretty fast and easy to use. Installation isn't to
bad, but you do have to be able to solder about seven wires, lift a
couple of pins on the CPU and recase your Falcon. FPU clock speed is
touchy. It took several clock speeds before I found one that worked well
with my Falcon. I ran Cubase Audio with the card installed, except that
Cubase doesn't not utilize fast ram, it worked fine. Right now it is in
my C-LAB Falcon with a NOVA card attached. I have used ScreenEye, Expose
and Falcon Speed with the Mighty Sonic.

Offers.......?

Mike

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3586. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990527190156.08345.00005359@ngol02.news.cs.com>
Source record: 78109

>I do have to wonder at the decision to use 80 for SC_CHANGED, with the
>knowledge that it was at one time reserved by Atari for CH_EXIT. They
>really should have chosen some other number, IMHO.

Sounds like a serious lapse in judgement to me.

So, Dan, what's this about a Geneva Release 007 ?!?

Tom

3587. Re: Neodesk Question

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990527190157.08345.00005360@ngol02.news.cs.com>
Source record: 78110

Andy,

I know you asked about v. 3 patches, but you really should inquire about v.4. It really is light-years ahead of version 3.04; the alibi, group and extended file name features alone are worth the price of an upgrade. (There's a good Secrets of NeoDesk 4 file on the Gribnif web site: www.pair.com/gribnif)

Tom

3588. Atari & legal 4 color sep

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7ikjqj$e4d$1@nnrp02.primenet.com>
Source record: 78111

Can anyone tell me if they can use a laserjet and print legal and
4 color serperation at 600 dpi. I cant seem to do it.
I have one driver for pagestream that will. But i cant hook up to
any laserjet (new models) and get it to print legal.
nor will it seperate the plates. I need both of these combined
4 color legal 600 dpi color seperation.

gene

3589. ATARI Sales, Service & Support! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ikuotoia1@user2.teleport.com>
Source record: 78112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at: atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I find it hard to keep up with NewsGroups.

At Bravo Sierra Computers you'll find Used and New Atari. Items you've been searching for. Item's new to you and Classic Atari long lost. Have you got Hardening of the Ataris? Check out Bravo Sierra Computers! Have you hugged your Atari today? Buy your Atari & yourself a present today! Buy from someone with 16 years of Atari experience. Buy from someone personable, polite & passionate about His Atari! And if I don't have what you want to buy or I don't know the answer to your question, I'll refer you to someone who does. That's the nice thing about the Atari community and my colleauges in the Atari business. We would rather send our business to a fellow competitor to get what they need than have someone abandon their Atari due to lack of support. For myself, I only use Atari! I get on the InterNet with my Atari ST, I use PageSTream for all my DeskTop Publishing, my DataBase is DataManager ST & besides playing games on my Atari ST I play games on my Atari Jaguar with my collection of Jaguar Games! I won't own neither a PC or a Mac. So buy from someone with a servant's Heart & someone who'll be around to offer you Atari support!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or bensmith@teleport.com. If you can't reach me at benjamin.net see my E-Mail/Web info in my Signature at the Bottom!
--

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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3590. Atari ST SoftWare Sale. $10 titles! Brand NEW!

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <7ikumaoep1@user2.teleport.com>
Source record: 78113
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,pnw.forsale,rec.games.video.atari,rec.games.video.marketplace

For faster service, Please direct all replies through E-Mail to Ben at:
atari@benjamin.net or bensmith@teleport.com instead of NewsGroups as I
find it hard to keep up with NewsGroups.

I've just added to my ST SoftWare Catalog 30 more titles. All brand
new. In my ST software catalog new titles are listed at $15. Just like
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at bensmith@teleport.com or atari@benjamin.net Specify Atari 8 Bit and/or ST!
http://www.teleport.com/~bensmith/jagsales.htm Atari Jaguar Game Trading Post

3591. FA: Atari 520 ST, SF314 Disk, SC1224 Monitor, books ($4-$10)

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-2705992352050001@47.221.35.199>
Source record: 78114

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=geastman

3592. Re: Networking an ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-27 00:00:00 UTC
From: Ekkehard_Flessa@wun.maus.de
Message-ID: <199905272112.a38385@wun.maus.de>
Source record: 78115

Hallo Ronald!

RA>Have you tried it with other extra XFS filesystems loaded ? (eg:
RA>RAMdisk, SPIN)

I surely have. SPIN is in use for the CD-ROM, and there are no problems with
it.

mit freundlichem Gruï¿½ aus Bubenreuth

Ekkehard

3593. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b6@oden.se>
Source record: 77945

on Thu 27-05-1999 16:53 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
>> I did that at first, and experienced many strange problems, but after a while
>> I began to see a pattern in it. The ruined files where always such that were
>> opened and read during the boot process, and the garbage that overwrote them
>> was not random garbage at all, but text that should have been sent to the
>> boot log file.
>
>Ahh, so it's not just me! :-) It has happened on both my Falcon and my TT,
>and in both cases it destroyed both mint.cnf and N.AES so naturally I
>started to wonder ;-)

In my case the first files that were damaged were always files that had been
opened and read by various \AUTO\ programs during the MagiC boot, such as
assign.sys, or bdconfig.sys, or various .INF files used during the boot.
Fortunately it was easy to disable the bootlogging, so I have no problems
with this anymore
.
--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3594. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b7@oden.se>
Source record: 77946

Hi Joergen,

on Thu 27-05-1999 18:08 Joergen Bak wrote:

>>From: dlanor@oden.se (Ronald Andersson)
>
>The disk have 7 partitions with about 460+ Mb on every partition. Apparently
>AHDI handle this size quite well, in single TOS, that is.

Ok, but I still recommend some more modern driver.

>>The big question is: Do you use the MagiC 6 feature of using a boot log file
>>?
>
>Yes, I use this feature in the Magx.inf file, but somehow, MagiC is not
>always making this log file? Don't know why, but it never did it constantly
>on my setup, not on the smal drive either.

WroooonnG !!! :-<

If you ask it to log then it does log, always, that is part of the problem,
as it somehow forgets how to do it properly, and therefore writes the log
data to the wrong sectors.

----- snip ----- re: more on how bootlogging trashes the boot disk
>
>Sounds like something I experienced my self! What confuses me is, that some
>apps. like for example ImageCopy, will not run under MagiC, but terminate
>with error 69, what ever that is. But under single TOS there is no problem.

Eh ? I can't remember having any such problem, but I'll test it right away
just to make sure. I just dropped a 130 K JPEG on ImageCopy, and it had no
problems, and when I exited and then restarted it without arguments that
also worked fine. So on my system your problem does not occur.

This could of course mean that some of of thw ImageCopy file may have been
trashed by the bootlogger, so that the program bombs for that reason.
(Executing ascii code as 68030 opcodes can't work very well.)

>That is on the big drive, on the small drive ImageCopy runs well with MagiC
>and TOS.

So two originally identical files no longer work identically you mean ?
If so, I suggest you compare them with Egale to find out for sure if
they really are identical.

>>I've turned the feature off permanently to avoid any risk of more damage.
>>(Just erase the 'log=...' line.)

>
>I'll try to experiment with this. The few log files I have seen didn't teel
>me anything anyway.

They just show exactly the same text that you see on screen when booting
normally (without logging that is).

>>Possibly your problem is due to something else, but it could be the same.
>>If so, just editing your MAGX.INF like I did will fix it.
>
>Well,- for the moment, MagiC will not go past the Magxboot32.prg, but stop
>with a black screen. Nothing more happens and I have to reboot the machine.

I think your disk data has already been so severely damaged by the logger
that you will have to repartition it and start over, or at least wipe the
damaged partition(s).

>The funny thing is, that MagiC is very stable on the old 130 Mb drive, and I
>like the MagiC multitasking and the speed of NVDI.
>I am beginning to wunder, if MagiC like big harddrives at all or maybe it
>can't cope with this kind of space.

I think it can, at least when helped to do it by a modern driver.
AHDI which you use is not at all adapted for Multitasking, such as most
modern drivers are, so AHDI most likely makes all problems worse.

But the prime cause of your problem is the bootlogger. If you wipe the
damaged partition and reinstall MagiC with the logging turned off this
time, then I think everything will work much better, even with AHDI.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3595. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b8@oden.se>
Source record: 77947

on Thu 27-05-1999 17:25 Guy Harrison wrote:

>On Wed, 26 May 1999 09:30:54 +0200, Nicholas Bales
><bales@directprovider.REMOVETHECAPITALS.net> wrote:
>
>>>
>>>Steve Glass a ï¿½crit :
>>>
>>> Will the bios auto find the new memory on the STE?
>>>
>>
>>Bios ??? This isn't pc world ?
>
>But it's got one, and an xbios as well. Two of the buggers and both
>work!

But actually TOS doesn't need any of them for recognizing added ST-RAM,
as this is done before bios and xbios are initialized.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3596. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b9@oden.se>
Source record: 77948

Hello Dan,

on Thu 27-05-1999 16:02 Dan Wilga wrote:

----- snip ----- re: my intentions with my post on CH_EXIT vs SC_CHANGED
>
>Oh, no, I'm definitely not inferring any pressure on your part.

Good. It is so easy to cause a misunderstanding by a problem report, and
it can take a very long time to sort out the real issues then, so I am
glad we were both spared that.

>This is a problem I've known about for some time, and one that is actually
>addressed in Geneva 006 (it uses 90 instead of 80).

Ok. That means that those APPs which have workarounds for the old CH_EXIT
code should skip those when identifying Geneva as being version >= 006.
In other words: when the value of the "Gnva" cookie is larger than five.
Right ?

>The problem is that
>NeoDesk (which we have no current plans to update) still relies on 80.

Yes, which is one of the reasons it doesn't work well under either MTOS
or MagiC. :-(And that is why I don't use it myself. I need a desktop
that can work more or less the same way on all (or nearly all) newer
TOS multitaskers, as well as singleTOS.

Unfortunately no Desktop I know of can quite manage this, though Thing
does come close, failing only under Geneva AFAIK (even with version 006).
It starts up, but does not work right unless MiNT is also installed.
I think this is mainly due to lacking recognition of Geneva in Thing,
so that is not really your problem of course.

>Geneva 007 has some special code built into it to detect what version of
>NeoDesk is running and actually fix this message for it. I just haven't
>had the time to create the patch for US users yet.

Ok, I know how that is. We must prioritize what we do, and that does
mean that some things may have to be postponed indefinitely. My main
concern was that you should be aware of the situation so as to avoid
problems with any future releases. Evidently you already were.

>When the decision comes down to either consulting for big $ per hour, or
>writing a patch program that will be released for free, I'm afraid the $
>wins out :-)

Unfortunately the Atari 'market' is not in the 'big $' league. :-(
But I hope you will find some time for it eventually.

>I do have to wonder at the decision to use 80 for SC_CHANGED, with the
>knowledge that it was at one time reserved by Atari for CH_EXIT. They
>really should have chosen some other number, IMHO.

I agree. Had they chosen 81 instead, all the problems those APPs have
with NeoDesk and Geneva (older versions) could have been avoided, but
it is possible that they simply never knew about it. After all, there
were lots of people, even among testers, who did not read the early
MTOS docs closely enough to catch it. And modern docs such as Atari
Compendium make no mention of this code change at all. So judging by
them it would seem as if code 80 was, and always had been, free.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3597. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947ba@oden.se>
Source record: 77949

Hi Kenneth,

on Thu 27-05-1999 23:35 Kenneth Medin wrote:

----- snip ----- re: the CH_EXIT vs SC_CHANGED problems of Geneva/NeoDesk

>What is strange about all this is that I have hardly no problems at all
>with Geneva+Neodesk. I am running STinG with Popwatch, Newswatch,

STinG itself is completely immune to this problem, as it operates below
the GEM system level. The *Watch programs do not normally run any child
processes, nor do they use GEM clipboard so they are not directly
affected either.

>CAB2.5, Aftp, Okami, QED, etc. And almost everything works perfectly.

Here I know you are mistaken. These can fail miserably due to the
message code conflict, even if it does not happen when they are used
as you are accustomed to do. That may also depend on Geneva version.
(>=006 or not) If you have the newer version, then half the problem
is eliminated.

>I can use the clipboard to capture addresses in QED and paste them in
>CAB. The opposite also works. Neodesk does not complain at all.

Well, I had expected it to assume that QED had exited, at receipt of
a SC_CHANGED message, but it may of course avoid this by making security
checks on the message data parts, accepting it as a valid CH_EXIT only
if the child ID is correct. A destop with many children must check
this anyway, to know which of them has 'exited'. Programs that never
call more than one child at a time do not need to check that, as only
the parent process should receive a real CH_EXIT message.

>I can drag files from a Neodesk to an Aftp window but the other
>direction does not work. Hve to use the GET command instead.

That is probably due to some other reason. No child process or clipboard
operations should be involved in that.

>The only real problem I have is related to how Okami calls ttp
>programs. Starting OEXPIRE, OIMPORT or OEXPORT from within Okami leads
>to instability later. PGP.TTP used to crash heavily before but since I
>changed from lower to upper case filepaths in O.INF it kind of works.

This is not due to the message conflict, but to the launching method
used. MTOS and NAES use one set of arguments, MagiC uses another, and
Geneva uses a third variant, which I doubt that OKami supports yet.

>The TOS2GEM solution does not work properly (no redraws when the TOS
>program ends etc).

TOS2GEM should not be used at all under Geneva. It is for singleTOS.

>Best would have been if Okami launched the TOS programs in GNVA_TOS.PRG
>like Neodesk does.

Exactly, and for that it will need to use Geneva compatible arguments
in shel_write.

>I have not talked to Jos
>den Bekker about this as it does work perfectly as long as you avoid to
>have Okami start other programs. QED.PRG has never showned any poblems
>when started from within Okami.
>
But that is a GEM program, so its launching is more similar between the
various TOS versions. The problem is that Jos needs to use a shel_write
call to run TOS programs as well. Only under singleTOS does a simple
Pexec call do the job properly.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3598. Re: Help verifiying Falcon scsi interface parts! Mario?

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947bb@oden.se>
Source record: 77950

Hi Raymong,

It would have been easier to help you if you had mentioned what kind
of hardware board you are talking about. Is it TT or Falcon, or some
add-on SCSI board for ST/STe ?

I do have some comments that are relevant to all variants though.

on Fri 28-05-1999 02:27 guitarra@afn.org wrote:
>
>Transsistor 78L09

That is not a transistor, but a 3-pin IC. It's a voltage regulator
and the last two digits in the name specify the output voltage.

>(thisone is attached to one leg of the L53C8)

I assume this refers to the SCSI controller chip, but then you have
the name wrong. It should be L53C80, and according to Atari a further
suffix to the name is also *very* important. For Falcon that suffix
should be JC2.

The rest of the stuff seems very ordinary components that you can get
in any electronics shop, under the names stated. In some cases though
the last part of the 'name' you use is irrelevant, as it is only some
manufacturer dependent suffix code.

So "2N 3906 M239" is really a "2N3906" etc

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3599. Re: FS: TT & Falcon030 (US) all for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: <>
Message-ID: <374f012f.0@news.qnet.com>
Source record: 77951

On 24 May 1999 04:49:57 , James wrote:

>Atari TT030 with 2 meg st ram and 2 keyboards (unit needs work or use
>for spare parts.
>Unit boots but does not see HDD, it may just be bad and has 1.44
>floppy installed but not
>floppy chip to support it.) - AS-IS ($45)
>
>My email is vf1s05@earthlink.net
>

I sent you e-mail asking about this, but have never gotten an answer
from you. Remove <*> for e-mail

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3600. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: <>
Message-ID: <374f0135.0@news.qnet.com>
Source record: 77952

On 28 May 1999 02:53:23 , Ronald Andersson wrote:
>
>The normal boot order is:
>
>Falcon: TT: ST/STE:
>------- --- -------
>DRVIN.PRG DRVIN.PRG DRVIN.PRG
>MFP_FALC.PRG MFP.PRG MFP.PRG
>SCC.PRG SCC.PRG MIDI.PRG
>MIDI.PRG MFP_TT.PRG
> MIDI.PRG
>
>Do not leave out a component just because you don't plan to use its port.
>Although no definite proof is available there are very strong indications
>that MIDI.PRG 'wants' the position indicated above, and may become 'surly'
>if it doesn't get it.
>
MIDI.PRG??? I'm not using the midi ports at all, I save my MIDI for
whenever I get my Falcon working again. Plus it doesn't happen all
the time, I said 'sometimes' maybe 2 or 3 times a week, or sometimes
not at all for many days.

| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |

3601. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: didier.mequignon@BIDON.wanadoo.fr
Message-ID: <7imvfa$lq4$1@wanadoo.fr>
Source record: 77953

On 28 May 1999 02:53:19 , Ronald Andersson wrote:
>on Sun 23-05-1999 14:54 Martin H&#65533;ggbom wrote:
>
>>Ronald's computer is broken (major broken) so Ronald will be gone for a
>>while!
>
>Well, it turned out to be nuch less serious than I had feared. For a while
>there I was unsure of the stability of the CT2B after some hardware mods,
>but the system is back to normal again. I was fooled by some socketed chips
>that needed a cleanup of sockets and pins.
>
>Btw:
>One of the things I did this time was to test the DSP interrupt acknowledge
>patch, and the results were not as good as I had hoped. It works fine when
>the Falcon is booted in 16MHz compatibility mode, but has no reliable effect
>in the turbo modes.

It's strange, it's good in turbo mode on my falcon (I use always TOS 7.0x).
Without this modification, your DSP works in turbo mode (you can remove
hardware patch by only remove wire on FPU pin 31) ?
I think to time-out or crashs...

During CT2B tests, I have found a problem (only with my card ? I don't know...)
For exemple CENTBNCH was locked, I have searched problem and I have found :
My DSP clock was bad at 50 MHz (OK at 32 MHz in normal mode) so I have found
a solution, now I use directy 50 MHz clock on oscillator (I have cut signal 11
DSP clock). My DSP is always at 50 Mhz.

DSP interrupt is only used by Aniplayer and Quincy (maybe for demos or games...),
this modification have same results in normal or turbo mode. It's only for
remove patch in Auto-folder.

>I believe this is because cumulative delay, from the time that the CPU sees
>the IPLx signals until the XHACK and DSACK0 signals begin to respond, is
>simply too long. This would require that the CT2B insert some waitstates
>before generating the bus error that causes 'spurious interrupt' state.

Delay isn't important because 68030 wait DSACK0 signal during 4-6 uS
(watchdog delay on CT2).

>As it is I can't even get it to work when using 74F instead of 74LS, so

I use a 74LS05 an inverted gate with open collector output (more important
for CT2 !) In final stage 2 gates are in // for drop low level.

>it is not due to the delay in that chip (3ns). So for the present I see
>no other choice than to accept that it only works right in 16MHz mode.
>
>It's not all that important anyway, as most DSP programs do not use these
>interrupts.

You can use my e-mail for resolve this problem if you want.

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

3602. Re: Okami2 mouse disappaerence

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: bataille@xs4all.nl
Message-ID: <374f15a2106bb30@xs4all.nl>
Source record: 77954

Hello Ronald,
about 'Re: Okami2 mouse disappaerence' you wrote:

>Well I have neither of those, but I do have some important info, which
>is that the very same things (almost) work fine here. I use OKami 2
>with Everest as editor and mostly use it under MagiC 6 with NVDI 5. My
>system is an accelerated Falcon with 14 MB ST-RAM and 32 MB FastRAM, but
>I don't think these system differencies matter in this case.
>
>Things to consider:
>-------------------
>What desktop do you launch OKami from ? I use Thing 1.27
>Do you use any enhanced screen driver ? I use VI 2.04
>Do you have any other active tasks running when this problem strikes ?
>If so which ?
>Do you have 'exotic' ACCs or autoAPPs running ?
>Does the problem strike when you boot as 'clean' as possible too ?
>Does it strike even in singleTOS ?

Thanks for your reaction. The problem is already fixed. It never
occured while using Okami 1.34, just popped up with 2. Someone in the
newsgroup suggested to have a look at the line in O.INF that defines
the editor and rewrite that line to lowercase. That's what I did and
it solved the problem. (When shifting from Okami 1.34 to 2 I went
through all the INF-files to see if they needed updating and for some
reason I changed the lowercase line d:\qed\qed.app to upppercase,
don't remember why :-/).
Regards, Joost.
--

Joost Bataille email: bataille@xs4all.nl

3603. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7in1i8$r74$1@snipp.uninett.no>
Source record: 77955

Ronald Andersson <dlanor@oden.se> wrote:

> I suggest that you do install MagiC 6.01 again, but this time erase

I have given it up on my Falcon, all versions I've tried has given me
nothing but trouble. I'll probably reinstall it on my TT when I need it
though.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3604. Re: Atari & legal 4 color sep

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <374f1432$0$10481@news.zetnet.co.uk>
Source record: 77956

On 27 May 1999 23:17:39 , broncos@primenet.com wrote:

|Can anyone tell me if they can use a laserjet and print legal and
|4 color serperation at 600 dpi. I cant seem to do it.

Never tried it. I always print mono A4 (on a laserjet) but I did have a problem once with Papyrus not printing to the bottom of a page. This seemed to be something to do with the printer settings. I don't know why the printer did not initialise to A4 but I fixed it with the LaserJet 4P CPX. If both the program and the printer are set to Legal then it ought at least to print Legal.

As for the 4 colour separation I suppose that depends on your program and I can't help much there. Are you talking about a colour laser? or do you want to print each colour in black and white? (not that it probably matters if all you want is each colour printed separately).

John Logan

3605. Re: Help verifiying Falcon scsi interface p

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <374f1732$0$10477@news.zetnet.co.uk>
Source record: 77957

On 28 May 1999 02:27:06, guitarra@afn.org wrote:
>Hello Mario hello friends:
>
>Well, there is no way I can get my scsi port to work and I tested everything so,
>it has to be hardware :(
>
>I am going to start by replacing the capasitors (not the ceramic ones)
>and then follow with the transistors and if it does not work then will do
>the chip.
>
>It is hard to read the parts number and I am hoping Mario and other
>friends could help me identify the parts. These are as I was able to read:
>
>Transsistor 78L09 (thisone is attached to one leg of the L53C8)
>thsi transistor has also these numbers A 28D JRC

78L09 is a 100mA 9V positive voltage regulator, not a transistor...

>
>Transistor 2N 3906 M239 (part number Q5 on the board)
>Trnsistor 2N 3904 M239 (part " Q4) 2 of these
>Transistor 2N 3904 M248 (part # Q6)
>Capasitor 47 uF 16 volts
>
2N3904 and 2N3906's are really standard transistors, available anywhere the
M codings are batch numbers...if you can get a tantalum cap for the 47uF
16V it is better than electrolytic.

>Did I get all these right? Thanks for your help :)
>I am planing to start repair tomorrow, please let me know if
>I got any missreading on the parts.
>

TBF, if you don't know how to sourece these parts yourself then you might
well lack the experience required to work on a multi-layer board like the
Falocn. Get it wrong and you might well kill the whole thing....

chrisc

3606. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7in5u0$bu2$2@sun27.hrz.tu-darmstadt.de>
Source record: 77958

Hi!

Ronald Andersson <dlanor@oden.se> wrote:
> Exactly, and for that it will need to use Geneva compatible arguments
> in shel_write.

No, it will need to use AES 4.x compatible arguments in shel_write().
There was a problem with running TOS programs via shel_write() with
Geneva prior to 005 (they were run directly, i.e. without GNVA_TOS, when
you didn't use the "autodetect application type" mode), but with 006,
there's no need to use any different arguments to shel_write() as you'd
use for AES 4.x.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3607. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7in5je$bu2$1@sun27.hrz.tu-darmstadt.de>
Source record: 77959

Hi!

Ronald Andersson <dlanor@oden.se> wrote:
> It starts up, but does not work right unless MiNT is also installed.
> I think this is mainly due to lacking recognition of Geneva in Thing,
> so that is not really your problem of course.

Define "work right" ... Thing 1.27 should work with Geneva 006, and
besides, why should it need to recognise Geneva? If the OS is AES 4.x
compliant and supports appl_getinfo() properly, there shouldn't be any
need to specifically recognise it.

Ciao

Thomas

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3608. Re: Atari fido-nets

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <374F1958.70E29EFA@jps.net>
Source record: 77960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I was on Fido net recently until the net gate pulled the plug. Check
Troy's site: www.wingnet.net/~catfish/CATFISH.HTM

Doctor Clu wrote:
>
> Hey guys, I was wondering what's up with the Atari fido nets...
>
> Atari
> Atari_ST
> ST_prog
>
> I am trying to get some BBS's in Ft Worth and Dallas to start carrying
> them. I say them as fairly active on Doc's place BBS when I telneted to
> them, but when we tried to set them mup resently we have not not
> received any messages... can someone please tell me if they know what
> the current state of these message areas are?
> Also.. all you sysops.. I would like to like to ask all of you to carry
> these Atari fido nets on your BBS and ask what would it take to have
> your BBS support it? I would just love to get us talking at the BBS
> level!!
>
> Thanks,
>
> Doctor Clu
>
> PS: If you know of any other net work areas on a BBS that we could
> incorporate besides fido.. that have an Atari message area, I would love
> to know about. I know that Atari used to have a network of Atari BBS's
> out there.. anyway.. I would love to know more.
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
> --
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>
> THE ATARI / NEWTON CONNECTION \\ /,
> http://www.geocities.com/SiliconValley/Hub/4088/ `(N
> Combining a Fun Desktop With an Exciting Data Assistant \
> =

3609. Help verifiying Falcon scsi interface parts! Mario?

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: guitarra@afn.org
Message-ID: <7ikutq$4hlm$1@spnode25.nerdc.ufl.edu>
Source record: 78116

Hello Mario hello friends:

Well, there is no way I can get my scsi port to work and I tested everything so,
it has to be hardware :(

I am going to start by replacing the capasitors (not the ceramic ones)
and then follow with the transistors and if it does not work then will do
the chip.

It is hard to read the parts number and I am hoping Mario and other
friends could help me identify the parts. These are as I was able to read:

Transsistor 78L09 (thisone is attached to one leg of the L53C8)
thsi transistor has also these numbers A 28D JRC

Transistor 2N 3906 M239 (part number Q5 on the board)
Trnsistor 2N 3904 M239 (part " Q4) 2 of these
Transistor 2N 3904 M248 (part # Q6)
Capasitor 47 uF 16 volts

Did I get all these right? Thanks for your help :)
I am planing to start repair tomorrow, please let me know if
I got any missreading on the parts.

Thanks a lot

Raymong (irc nick guitarra)

3610. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad831@oden.se>
Source record: 78117

on Sun 23-05-1999 14:54 Martin Hï¿½ggbom wrote:

>Ronald's computer is broken (major broken) so Ronald will be gone for a
>while!

Well, it turned out to be nuch less serious than I had feared. For a while
there I was unsure of the stability of the CT2B after some hardware mods,
but the system is back to normal again. I was fooled by some socketed chips
that needed a cleanup of sockets and pins.

Btw:
One of the things I did this time was to test the DSP interrupt acknowledge
patch, and the results were not as good as I had hoped. It works fine when
the Falcon is booted in 16MHz compatibility mode, but has no reliable effect
in the turbo modes.

I believe this is because cumulative delay, from the time that the CPU sees
the IPLx signals until the XHACK and DSACK0 signals begin to respond, is
simply too long. This would require that the CT2B insert some waitstates
before generating the bus error that causes 'spurious interrupt' state.

As it is I can't even get it to work when using 74F instead of 74LS, so
it is not due to the delay in that chip (3ns). So for the present I see
no other choice than to accept that it only works right in 16MHz mode.

It's not all that important anyway, as most DSP programs do not use these
interrupts.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3611. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad832@oden.se>
Source record: 78118

Hi Martin Eric,

on Sun 23-05-1999 18:14 Martin-Eric Racine wrote:
>On Sun, 23 May 1999, Martin Hï¿½ggbom wrote:
>
>> Ronald's computer is broken (major broken) so Ronald will be gone for a
>> while!
>
>Which one of them? Doesn't he have a MEGA-ST, TT and Falcon?

Correct, plus another Mega-ST, and some STe and STFM machines too.
But it is only the Falcon which is both fast (with the CT2B), and
capable of really good resolutions. That is why I had to keep at
it until it worked right again.

Fortunately it was not as bad as I had feared. (See other post)
The worst of it now is that I lost a lot of time, and will lose
a lot more to catch up with mail and news again. I've been at the
computer now for an almost non-stop (lessee now) 48 hours appx...

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3612. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad833@oden.se>
Source record: 78119

on Sun 23-05-1999 16:33 Slc.Dennis Bishop wrote:
>On 23 May 1999 10:41:21 , James F. Haslam wrote:
>
>>This is probably because you've got Connect (or a similar comms program)
>>open.
>>
> Nope, I'm running single TOS, and this happens on a 'COLD BOOT' got
>no other comm programs at all, I use Flash 1.6 BUT that's over on my
>1040ST!

The message saying that another program is using a port does *not* mean
that STinG has contacted that program to check this. It can't work that
way. It is merely the conclusion it has to draw when attempting to use
an HSModem function and instead getting a flat refusal (error code).

This should mean that the port is 'busy', but it can also mean that some
part of HSModem is missing, or wrongly installed or configured.

The normal boot order is:

```
Falcon: TT: ST/STE:
------- --- -------
DRVIN.PRG DRVIN.PRG DRVIN.PRG
MFP_FALC.PRG MFP.PRG MFP.PRG
SCC.PRG SCC.PRG MIDI.PRG
MIDI.PRG MFP_TT.PRG
MIDI.PRG
```

Do not leave out a component just because you don't plan to use its port.
Although no definite proof is available there are very strong indications
that MIDI.PRG 'wants' the position indicated above, and may become 'surly'
if it doesn't get it.

Some terminal programs also get confused if the number of modules in use
differ from those used when you created the settings of that program,
(eg: Connect) and they can then access the wrong ports, causing all kinds
of trouble.

It is best to install the full set appropriate for your machine, and keep
that set active or inactive as a whole, not as separate parts. With STinG
they must of course be active, and STING.PRG must boot after the last of
them.

If you already have things installed this way, then we must instead take
a look at the configuration of the HSModem components.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3613. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad834@oden.se>
Source record: 78120

on Mon 24-05-1999 01:16 Jo Even Skarstein wrote:

>Martin Hï¿½ggbom <mabom@patronage.se> wrote:
>> Ronald's computer is broken (major broken) so Ronald will be gone for a
>> while!
>
>Which one? His Falcon/CT2 or TT? What has happened?

It was the Falcon but it wasn't so bad as I then thought. I was testing
the DSP interrupt ACK patch and after one failed experiment I started
getting very weird results for entirely unrelated things. For a while it
seemed likely that I had damaged either the CT2B or some of the custom
chips of the Falcon.

Actually it was just some less critical chips that needed to have their
own and their socket pins cleaned, and some of those contacts 'flexed'
so as to give good connection again. But it took me almost a week
to figure that out, so I'm waaay behind on everything now.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3614. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad836@oden.se>
Source record: 78121

on Wed 26-05-1999 18:53 kellis wrote:

>On Wed, 26 May 1999, Robert Goldsmith wrote:
>
>> 68060 chip routines. IBM and Apple were and are both
>> interested in this technology as - for a side point - the G3
>> (ppc 750) at 400MHz runs all but floating point arithmetic
>> at aprox 200% of the p2 450 - ie. it's twice as fast. As the
>> p3 is 50% faster than the p2 ... the G3 is about 50% faster
>> than the P3.
>
>something is wrong is this math.

Really? I forgot to check his figures earlier.

>Can anyone confirm if I am that bad in math to not understand the logic
>behind this theory?

Ok, let's see. The things being compared are P2, P3, and G3, in order
of speed. Lets test what we get by some naive algebra and arithmetic.

G3 is twice as fast as P2, by the first comparison, so: G3 = 2.0*P2
P3 is 50% faster than P2, by the second comparison, so: P3 = 1.5*P2
Then he says that G3 is 50 percent faster than P3, even though we get
a relation of 2.0/1.5 which is appx 1.33. So relative to P3, G3 is
appx 33% faster. So from this viewpoint his statement is false, but
it can be rephrased to be (sort of) true anyway.

G3 is 50% of P2's speed faster than P3.
He just forgot to adjust to the new referent in the last statement.

The math equivalent of a typo ?

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3615. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad835@oden.se>
Source record: 78122

Hi Robert,

on Wed 26-05-1999 10:22 Robert Goldsmith wrote:
>Ronald Andersson wrote:
>
----- snip ----- re: PPC chipset origins (Motorola?)
>
>The PPC chipset is 100% designed and built by Motorola and

Well, that's one point in its favour then. :-)

>is a RiSC processor family using a very cut down version of

Yes, I knew that of course.

>68060 chip routines.

But I had missed this relationship. That is probably because most
'propaganda' harps on the PowerPC connection to IBM, which is a sure
way to douse my interest in any subject. ;-)

>IBM and Apple were and are both interested in this technology as -

Well, that's obvious since they base their new designs on it.

>for a side point - the G3 (ppc 750) at 400MHz runs all but floating
>point arithmetic at aprox 200% of the p2 450 - ie. it's twice as fast.
>As the p3 is 50% faster than the p2 ... the G3 is about 50% faster
>than the P3.

That is only natural. Just as it was only natural that 1MHz 6809 and
6502 processors were equal or superior in speed to 4MHz 8085, to take
an example from a much earlier generation. And the reason was quite
similar too. They had a more efficient basic structure, and that was
adhered to thoughout the whole design, whereas an 8085 was a mishmash
of various inconsistent ideas that never quite fit together.
(Not to mention the Z80.)

So, though in a lesser degree in those early times, we have had this
RISC-CISC-like relationship between Motorola and Intel all along.

>IBM have and continue to develop server systems and embedded
>control systems using the PPC chips while Apple have had PPc
>in all their computers for over 5 years now.

I am aware of that, though I myself use neither.

----- snip ----- re: Core pricing plan. Tempest <= 200 UKP
>

>Well, suggested release is third quarter and, afaik, the
>emmulation is working well, the boards are almost bug free
>and are now being evaluated for USB support. I very much
>doubt if Core Designs would say a 200ukp retail price and
>then change it by much - they are more likely to reduce the
>specs of the board as they steadfastly believe that an
>accelerator should not cost more than a new computer !

AFAIK, the Falcon itself is no longer manufactured, so any
'new' units have been in storage for quite a while, and that
naturally affects the price. Around 200 UKP is what most
people seem to expect for a well-used 'old' Falcon.

In any case, we'll just have to wait and see what the final
price and specs will be. IMHO they are making a serious
mistake if they cut the specs just to lower the price by,
say, 50 UKP.

----- snip ----- re: need of adaptive circuitry between Falcon and Tempest
>
>I'm not quite sure what u're getting at here but as two side
>points, the Falcon was designed from the start to allow easy
>implementation of external processor upgrades at, it was

:-)
Dream on, that is a very raw and primitive bus expander that the
Falcon has. It is no more 'easy' to adapt to than a MegaST bus.

The special access requirements for the Falcon's 24bit address map
is not something that the PPc was designed to handle. There will
have to be smart adaptive logic of some kind. All other Falcon
accelerators need this, even when based on the same CPU, so there
is no reason to think that the PPc can make do without it.
But we'll see about that too, when they become available.

>rumoured, Atari planned to release upgrade boards for them
>themselves.

Sure, but that was just vapourware, like so much else they planned.

Second, the PPc chip being used is a 603 which
>has been around for a while and the chips and support
>hardware are now 'out of date' by Apple standards and it is
>all quite cheap.

That sort of situation can be very unstable nowdays. If no
new 'big platform' designs are made based on them, they can
rise very rapidly in price as the existing supply runs out.
This has happened before with other chips.

----- snip ----- re: speedup factor to be expected with Tempest
>
>Well, based on the Apple and Amiga emmulation figures, Core

>design hoped for an emmulation speed of around the same as a
>80Mhz 68030. This, along with the much faster memory access
>of the SDRam should provide a serious boost to the Falcon.

That is true, and I agree that an optimized emulator should be
able to handle that speed, thus making the 'raw' 68030 speed
appx 60% faster than that of a CT2B, which is very good.

But if used optimally, the FastRAM can make an even bigger
difference, as that is where CT2B (and others) have to step
on the brakes due to limitations of the RAM used.

>Also to be remembered is that the Tempest emmulation is
>being enhanced in two directions. First, it is hoped that
>the emmulation system can automatically switch on and off
>per application allowing natice PPc code to run on the
>Falcon - much as the Apple systems did and still do. This

Hoped ? If that were at all likely I think Core would have
made no secret of it, and then you would not have to just hope.
Such a capability does not come of itself, so if it is not
in the current design goals then it will not happen.

>could lead to a number of much faster programs designed for
>the PPc chip that don't use emmulation.

I doubt that this will ever become powerful factor for the TOS
platform. This is inherently based on 680x0 code, throughout
all the TOS components. Of course it can be redesigned for
any native CPU, but such a work investment is not going to
be made for so small a platform.

Native mode might play some role anyway, for superoptimized
NVDI drivers and such things, but hardly for GEM applications.
Just developing/porting the tools needed for that would take
years. (Compilers, assemblers, debuggers, etc.)

>Second, the Tempest
>board should run happily alongside any other 030 and 040
>chips in the system maening anyone with an Afterburner can
>still use it and normal falcon users can still use the 030
>allongside the PPc chip ... dual processing basically.

No, that is hardly possible, for several reasons.

1: They all have to access the basic Falcon facilities through a
shared 16bits wide databus, and the bus sharing method used
for that bus is to halt all bus masters except the one which
is currently accessing.

2: There is no way that existing system software can survive
parallel use by two independent processors. This would
lead to total chaos in the use of system variables and
stacks etc.

3: It would also lead to partly parallel address spaces, making
all pointers from ST-RAM to FastRAM ambiguous.

I could go on but why bother ? Meaningful parallel processing
requires an operating system designed for that, which TOS isn't.
A new operating system, optimized for this kind of setup will
not be developed. No one will invest such work in a potential
market of, at best, one or two hundred users.

Remember, we are not talking of all potential Tempest users here,
but only of such users that also have a suitable other accelerator.

Finally, I believe that the overall system would gain *more* speed
by working for optimized integration of the PPc with the Falcon, and
that requires skipping any extra accelerators as they would only
worsen the 'bottleneck' effect of the interface between Tempest and
Falcon.

----- snip ----- re: more on comparative speed
>
>Under emmulation expect something about the same as a 45Mhz
>040 (rmembering that no other 040 board has SDRam support)

I agree.

>while under native PPc mode (no emmulation) this will be
>dramatically improved. Core design are currently talking to
>a number of developers about PPc native versions of
>programs.

Talk is easy, but development requires suitable tools.
We have no such tools today for producing native PPc code.
They do exist on other platforms, but not with support for
TOS and GEM. Just porting libs would be a *major* project.

>Please note here that I am NOT a member of Core Design, I
>simply know them quite well and read their press releases.

I assumed as much. Had you been inside the design team you
would speak more of definite plans than of 'hopes' in some
of the passages above. I fully understand and sympathize
with your hopes, but I can't share your belief in all of it.

>Ohm it also looks like the Eclipse and Tempest boards will
>also work on a TT with a new board being developed to make
>the TT expansion port Falcon compatable and expected price
>for that will be around 25-30 Ukp. Check the WWW site :)

Nice. The TT has not exactly been 'spoiled' by availability
of any add-ons. But for this to be really useful it will also
require new software and firmware on the main Tempest board,
since there are so many things in a TT, besides the expansion
bus, which is not at all Falcon compatible.

The mapping of both RAM and IO differs considerably, since
the TT has full 32 bit busses for both address and data, and
the internal speed of a TT is therefore near four times that
of a normal Falcon.

Hmm, rereading some of the above, I notice that some may get
the impression that I'm arguing against the Tempest, both
for TT and Falcon, so please let me clarify that I am not.

I belive that it will be a very powerful accelerator, but
I just want us to keep a reasonable perspective of what it
can give us.

It can give a 'share' of the new advanced stuff from 'larger'
platforms, mainly by giving us a faster 68030 than any we can
buy as such. But it will not give us any of the *support*
that exists for those other platforms.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3616. Re: Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad837@oden.se>
Source record: 78123

Hi Guys,

on Wed 26-05-1999 21:02 Atari-Users.Net wrote:
>
> On the subject of someone writing the software for a telnetable
>BBS.. how about expanding an existing one. I know the source to TLink
>(?) is available. It is written in GFA basic.

Or why not go the other way around. Find some ISP that will allow you
to use personal PERL scripts, and use that to implement an ISP-based
BBS combining the best elements of HTTP and CGI scripting. One great
advantage of this is that it is cost free (except for effort), as you
don't need any extra lines or anything, and don't even have to be
logged on for people to visit the BBS. And, you can get loads of
users visiting simultaneously (if your scripts are smart enough).

>On a permanent IP address, try www.ez-ip.com . Its a free service that
>will give you a static name to your dynamic IP address. I have the name

Neat. I have been looking for just such a service. That will really
ease the exchange of stuff with some friends of mine, as well as many
other joint network activities of course.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3617. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad838@oden.se>
Source record: 78124

Hi Bengy,

on Thu 27-05-1999 04:47 Bengy Collins wrote:

>Would anyone like to take the intiative and setup an Atari ICQ database on
>the web, with user's ICQ #? (ie ICQ:38857203) <hi ron :-) >
>Since all atari's, even those w/o mintnet can use some version of ICQ, ...
>If not, I wouldnt mind doing it on MagiC Online, as I could easily use the
>new Atari.org Form mail :-)
>
>Bad idea? good idea? Who carez idea? :-)

Good idea I guess, as long as I don't have to do the work ;-)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3618. Re: Portfolio exchange.. is this legit?

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad839@oden.se>
Source record: 78125

on Thu 27-05-1999 03:48 Doctor Clu wrote:

>Alright.. can someone tell me if the following people are for real?
>The are taking Atari Portfolios and with a little more money upgrading
>with the trade in to an Intel 486/33 palmtop

Why not? The 486 as such is three generations behind the new computers,
and there are hordes of 486s around that original users no longer want.
I myself have received two as gifts, and while one of them lacks a disk
and has a PSU problem (This is a laptop model), the other one does work.
(That is a 66 MHz desktop model).

I connected it to the monitor I normally use for my TT just to test it.
But I have no keyboard or mouse for it and since I don't want to spend
any money or effort on PC stuff, I've just let it sit on a bench...

I have been thinking lately that I could use it to test compatibility
of STinG stuff under emulators, but I don't know it its worth it.
I'm far too busy with Atari stuff that I like, to waste time on systems
that I don't like.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3619. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374de9f2b9ad83a@oden.se>
Source record: 78126

Hi again Jo Even,

on Thu 27-05-1999 08:16 josk@my-deja.com wrote:
>In article <374cbf28ea1950e@oden.se>,
> dlanor@oden.se (Ronald Andersson) wrote:
>
----- snip ----- re: your 'wobbling scrolltext'
>
>Yes, I could turn off the cache and run the old binary
>(except that the border-busting code didn't work...)

Ok, that's as I thought it was then.

>what I meant was that I couldn't reuse the old code in a
>Falcon-demo I tried to write when I got my Falcon

Yes, I guess nobody would be very impressed by a Falcon demo
handicapped by not using cache.

>(I gave up after having seen some of the amazing stuff that
>was released...).

Yeah, I know. Some guys spend *all* their time on such stuff,
so of course they get damn good at it, if they have any talent.

To each his own...

I may not be very good at such things (never even tried), but
it would be a damn boring world if everyone was doing the same
things, and had the same tastes etc.

>> Please do. I am always interested in such things, even though it
>
>Will do when I get back from work tonight.

Ok, that should probably be a while ago now anyway, as I've been
sitting here for *quite* a long time trying to catch up.
(Still non-stop since my earlier postings.)

>probably is
>> not applicable on my own system.
>
>Speaking of your system, what's happened with your Falcon?

I think you have already read that by now in earlier posts,
so ask again if there is anything you still wonder about.

----- snip ----- re: Hades memory map with all RAM == ST_RAM

I assume this means also that all ST-RAM behaves like Fast-RAM,
as far as speed is concerned.

>Apparently this memory-model do cause a few problems, it turns out that
>some applications/TSRs has problems with ST-RAM > 14Mb.

That is a bit surprising, as the APPs should not care about such things.
I mean if they continu to use XFRB etc even when not needed, so what.
But it depends of course on *how* the new DMA channels are implemented.
Or more precisely, how 24 bit registers are extended to 32 bits.

The correct method is to make it so that the added register byte is
cleared when any of the other three bytes is written to. Thus it can
only be nonzero when it is the last byte written of the long register.
That means that there can never be any confusion about whether or not
the top byte of the register is valid.

Another potential problem is of course if the Malloc and Pexec do not
differ between the TT-RAM and the ST-RAM area, as it is crucial that
programs that are not at all 32-bit-aware, must be restricted to the
lowest 16 MB area in all allocation, both for program and data. So
Pexec and Malloc must still recognize the TT-RAM flags properly, and
restrict RAM allocation according to them. Otherwise lots of older
stuff may bomb unnecessarily.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3620. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: josk@my-deja.com
Message-ID: <7ilfv0$1t9$1@nnrp1.deja.com>
Source record: 78127

In article <7ik95q$7jr$1@nnrp1.deja.com>,
magicmac@my-deja.com wrote:

> DMA. I wish someone would have done an 060 card like this.

Couldn't agree with you more :-)

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3621. Re: Portfolio exchange.. is this legit?

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374E26D2.5F30@geocities.com>
Source record: 78128

> Doctor Clu wrote:> >
> > Interesting... though any move towards an intel is a step in the wrong direction in my book. ;)
>
:)
>
> Oh btw, you moved towards Intel when you bought the Portfolio, so it's too late for moral issues anyway. ;)
>
> Maurits.

Hmmm.. I guess I can FINALLY say I bought a PC.. though it's at the IBM XT level. Hell, I wouldn't mind playing with an Atari PC-1 and Atari PC-5 sometime.
I enjoy the various avenues Atari tried. That's my hobby.

But when it comes to the handhelds, the fact becomes apparent that it was an IBM-XT when I still find a Newton much more useful. :)

But the Portfolio will be a great conversation starter and nice to use at Atari meetings. ;)

Doctor Clu

--
||| ATARI USERS OF NORTH TEXAS
)|(http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!

3622. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: joska@nuts.edu
Message-ID: <7ilh3f$3lp$1@nnrp1.deja.com>
Source record: 78129

In article <374cbf28ea195011@oden.se>,
dlanor@oden.se (Ronald Andersson) wrote:

> 1: It can contain garbage for some data that must be correct for the
> TOS to continue functioning. (Even some spaces are important.)

[...]

> Given your description of the machines it struck, and that it did not
> strike the Falcon, I strongly suspect variant 1.

I really don't think so, as the problem is still there even if
newdesk.inf is deleted. I.e. even if this file doesn't exist at all,
TOS will crash when it tries to look for it. If I hold down control it
works fine, as newdesk.inf isn't read in this case.

> Your description makes it sound as if you are using the *same* NEWDESK
> file on all these machines, probably having copied it from the Falcon.

No, they're all created from scratch on the different machines. I can
delete the old file, boot without it, save the desktop and TOS still
crash when it tries to read it.

> files (but not quite), but TOS 4.04 has many differences, and so does
> the MultiTOS desktop. They should NEVER borrow files from each other.

MultiTOS can happily read my 3.06 and 4.04 (I haven't tried it on my
Mega yet) newdesk.inf files as long as I'm using AHDI... As soon as I
switch to HD-Driver MultiTOS will crash as soon as I try to use a menu
if it read newdesk.inf during the boot.

Jo Even Skarstein

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3623. Re: STinG upload improvement 'tweak'

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7iledqkiq1@news8.svr.pol.co.uk>
Source record: 78130

On 27 May 1999 02:47:38 , Ronald Andersson wrote:
>on Tue 18-05-1999 06:36 Derryck Croker wrote:
>
>>On 16 May 1999 18:48:15 , Ronald Andersson wrote:
>>>Hi Guys,
>>>
>>>I've now experimented extensively (for appx 30 Hours) with various STinG
>>>tweaks and improvements. I found that one control has a strong effect
>>
>>Thanks for taking the time to try this stuff out, I'm afraid that I can't
>>see any improvement (in aFTP1.52b) upload speed here tho' :-(
>
>Well, perhaps your DEF_RTT setting already matched your ISP then. In such
>cases there won't be much improvement from tweaking it of course.

I think that the slow upload speed (the same as the previous version which peaked at 1024 cps) has been solved with V1.53B), at least I'm getting some encouraging results now. I still need to hit "reload" to get it to actually list the single file that exists in my other web page.

>>Pardon me for changing tack, but a week or so back there was a suggestion
>>that some script difference between STinG and STiK (pardon me if I have that
>>wrong) was responsible for causing Dan's cab.ovl to fail on the autosurf and
>>background file downloading modules of CAB. Olivier's overlay worked fine.
>>Was there any conclusion reached on this?
>
>No, not as far as I know, and as long as none of the supposed problem details
>are available, I am forced to regard it as an empty rumour.

Hmm, in that case I'll have to grab a STiK script and see what I can make of it.

Welcome back to the newsgroup BTW! :-)

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3624. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: roy@REMOVE.incontrolinternet.co.uk
Message-ID: <MPG.11b84d12b40c4203989681@news.madhousenet.co.uk>
Source record: 78131

In article <374de9f2b9ad838@oden.se>, dlanor@oden.se says...
> Hi Bengy,
>
> on Thu 27-05-1999 04:47 Bengy Collins wrote:
>
> >Would anyone like to take the intiative and setup an Atari ICQ database on
> >the web, with user's ICQ #? (ie ICQ:38857203) <hi ron :-) >
> >Since all atari's, even those w/o mintnet can use some version of ICQ, ...
> >If not, I wouldnt mind doing it on MagiC Online, as I could easily use the
> >new Atari.org Form mail :-)
> >
> >Bad idea? good idea? Who carez idea? :-)
>
> Good idea I guess, as long as I don't have to do the work ;-)
>

Looks like another job for me :-)

Yours Roy

Incontrol Internet Productions
Web Design, Graphics Design and Consultants
Members of The HTML Writers Guild
www.incontrolinternet.co.uk

REMOVE anti spam when replying

3625. Re: MO Optical drive why doesn't HDdriver..

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <m8FglOANclT3Ewr7@steverosie.demon.co.uk>
Source record: 78132

In article <7ikego$p1l$2@news7.svr.pol.co.uk>, Steve Sweet
<steve@sweet3.freeserve.co.uk> writes
>
>Do you have the relevany ID switched on in the config window.
>

I have all but ID 7 selected:

ID/LUN 0/0 1/0 2/0 3/0 4/0 1 5/0 1 6/0 1

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org * * *
Tel: 0870 7402518 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 181168278 * Nick: MocknBird * * *
Location: Narberth, Pembrokeshire, Wales, UK. ** *** **

3626. Re: WTD:ST Format Magazines

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: BobKing <robert.king@patent.gov.uk>
Message-ID: <374E5E6A.19195E30@patent.gov.uk>
Source record: 78133

I have them by the sack full, mags only, gave disks to charity shop.
Heavy, so package won't come cheep. Which ones do you need? I live in
south Wales - that's the UK version, not the Australian.

Bob King.

William Cartmill wrote:
>
> Hi Everyone
>
> Im on the look out for some ST Format magazines. Either with or without
> cover disks. I'll pay costs of mags and postage.
>
> All the beST
>
> William

3627. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374E5EE4.3AA1@ooc.de>
Source record: 78134

Robert Goldsmith wrote:

> common even on the orriginal Mac Scsii (Apple invented Scsii
> btw) that as the system neared it's limit it started to go a

I guess there is a smiley missing? Apple surely didn't invent SCSI.

> operation) which made Apple come up with what they call
> FireWire - like USB but a LOT faster <g>.

Apple also didn't invent Firewire as far as I know.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3628. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374E5F34.6DD3@ooc.de>
Source record: 78135

Ronald Andersson wrote:

> Your older problems may have been due to AHDI's well known inability to
> deal with large hard disks, and I am also uncertain how well HDDR 7.1 can
> do it, but the new version *should* have this ability. So the

HDDRIVER 7.1 (and older versions also) supports SCSI hard disk of any
size. For IDE drives larger than 8 GByte HDDRIVER 7.7 is required.
--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3629. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374E601E.6DA6@ooc.de>
Source record: 78136

James Smith wrote:

> Does this mean I can now go to a local PC computer fair and pick one of
> these up dead cheap, plug it in, and play DVD movie disks ?

No, it means that you can use DVD-RAM drives (with a capacity of 2 x 2.5
GByte per medium) like any other removable media drive. HDDRIVER is not
a driver for DVD-ROM drives.

> What could be used to play them on our platform (if it is possible) ?

A DVD-ROM driver is required, similar to CD-ROM drives which require a
CD-ROM driver. But an Atari is too slow for playing DVD movie disks
anyway. And as far as I know the data on these disks are compressed and
you have to pay a lot of money to get information about the compressing
algorithm.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3630. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <374E605F.5BEF@ooc.de>
Source record: 78137

Neil Roughley wrote:

> DVD-RAM is a different format than DVD-Video. DVD-RAM is essentially a
> high-capacity (2.6GB per side), rewritable CD, backwards-compatible for
> reading other CD formats.

You can put any file system on a DVD-RAM drive, i. e. it must not be a
CD-compatible filesystem like ISO9660. You can use a DVD-RAM drive just
like any other removable media drive and put FAT filesystems on it.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3631. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <374E76DF.8B5E4D5B@SPAMBLOCKbassment.demon.nl>
Source record: 78138

Guy Harrison wrote:

> >Does MSDOS actually HAVE a kernel? :)
>
> Oh yes. It is very small, only one instruction in fact. The 80x86
> equivilent of NOP.

shrug - do you realise what that means? It means the msdos kernel is reentrant, multithreaded, multiprocessor-ready, extremely slim and fast.. my look what I missed while I was dreading PCs all those years. :)

Maurits.

3632. Atari fido-nets

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Doctor Clu <clu-da-bard@geocities.com>
Message-ID: <374E95C0.4D4@geocities.com>
Source record: 78139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hey guys, I was wondering what's up with the Atari fido nets...

Atari
Atari_ST
ST_prog

I am trying to get some BBS's in Ft Worth and Dallas to start carrying them. I say them as fairly active on Doc's place BBS when I telneted to them, but when we tried to set them mup resently we have not not received any messages... can someone please tell me if they know what the current state of these message areas are?
Also.. all you sysops.. I would like to like to ask all of you to carry these Atari fido nets on your BBS and ask what would it take to have your BBS support it? I would just love to get us talking at the BBS level!!

Thanks,

Doctor Clu

PS: If you know of any other net work areas on a BBS that we could incorporate besides fido.. that have an Atari message area, I would love to know about. I know that Atari used to have a network of Atari BBS's out there.. anyway.. I would love to know more.

```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```

--

```
||| ATARI USERS OF NORTH TEXAS
)|( http://www.atariusers.com/AUNT
/ | \ Read the News, Join the Chats, Share the Meyhem!
```


```
THE ATARI / NEWTON CONNECTION \\ /,
http://www.geocities.com/SiliconValley/Hub/4088/ `( N
Combining a Fun Desktop With an Exciting Data Assistant \
=
```

3633. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: Henk Robbers <H.Robbers@cable.A2000.nl>
Message-ID: <374EA6AE.BE639AC7@cable.A2000.nl>
Source record: 78140

Maurits van de Kamp wrote:
>
> Guy Harrison wrote:
>
> > >Does MSDOS actually HAVE a kernel? :)
> > >
> > Oh yes. It is very small, only one instruction in fact. The 80x86
> > equivilent of NOP.
>
> *shrug* - do you realise what that means? It means the msdos kernel is
> reentrant, multithreaded, multiprocessor-ready, extremely slim and
> fast.. my look what I missed while I was dreading PCs all those years.
> :)
>

That explains it.

Because everybody complained that this excellent kernel didnt do very much,
MS borrowed a hack, which later became known as MSDOS. :-)

Henk

3634. For sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <FCGEB4.7qv@cix.compulink.co.uk>
Source record: 78141

```
Suggested prices, all offers considered!
REPLY BY EMAIL ONLY
```

HARDWARE
Monitor Swivel Stand (14" square, plastic, strong, will support large heavy monitor) - £7.50

Printer Stand (best for continuous paper feed printers, printer sits on top, automatically fed in and out paper trays underneath, neat looking, plastic and metal) - £5

Golden Image Hand Scanner, 100-400dpi, B&W and 3 grey levels, cartridge port interface, PSU and cables and *FREE* scanner tray for straight and easy scans, works superbly with Touch-Up, as new - £10

SOFTWARE
Migraph Touch-Up v1.56 - £5

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FAST ST BASIC v1.05c - £5

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Ocean Precious Metal Pack - £4
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Xenon
Arkanoid

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Mark

--
|| Mark S Baines
|| Inver, Highlands, Scotland
|| http://www.stsd.demon.co.uk/linnhe.html

3635. WTB: All/any ultima Games/Items

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: ebid2000@aol.com
Message-ID: <19990528150529.23698.00006304@ng-ci1.aol.com>
Source record: 78142

I'm looking to buy *any* ultima items/games, in any condition or degree of completeness. If you have ANY ultima stuff for ANY system, or even just ultima extras/items you wanna sell, make me an offer.

3moons

ae48@hotmail.com

3636. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b4@oden.se>
Source record: 78143

Hi Jo Even,

on Thu 27-05-1999 13:15 joska@nuts.edu wrote:
>
>Some of you might remember that MagiC ate the boot-drive on my Falcon a
>couple of months ago. What happened was that MagiC wrote its boot-log
>all over the place, I found pieces of it in mint.cnf, some n.aes
>binaries, the gemsys-folder... Now, MagiC has never really worked on my
>Falcon so I just assumed that it was just another Falcon-problem. I
>deleted it from my Falcon, but kept it on my TT since I've never had
>any problems with it there.

Aha, I was sure this must have happened to others beside myself,
but this is the first time I see it confirmed. I haven't been
reading this group very long, so I missed your earlier mention
of it.

>But guess what happened on Tuesday? Right, suddenly I was unable to
>boot my TT because - you guessed it - MagiC's boot-log was all over the
>place. This time it had trashed the FAT as well, so I had to restore
>the entire partition.

That did not happen to me, but I suppose it is a matter of giving MagiCs
bootlogger more 'rope'... Sooner or later it may use it to hang the FAT.

>Has anybody else experienced this? I was (didn't reinstall it) using
>6.01, with NVDI 4.12 and HD-Driver 6.30, the Falcon was running NVDI
>5.01 and HD-Driver 7.12 when it happened. MagiC has trashed partitions
>on my Falcon many times before, but it has never happened on my TT with
>previous versions.

My problems never got quite that serious, and were limited to a lot
of trashed files, whereafter I figured out that the boot log was
responsible and turned it off.

I suggest that you do install MagiC 6.01 again, but this time erase
some lines in MAGX.INF before you try booting MagiC.

The lines to erase are all in the section headed by "[boot]".
The line that must be erased starts with "log=".

Since the log will then be shown on screen, as for normal TOS, it is
meaningless to keep the lines starting with "tiles=" and "image=".
As for "cookies=" I prefer to handle such things with tried and
true \AUTO\ utilities.

The net result of all this is that my "[boot]" section is empty, so
the "[boot]" line is immediately followed by the "[vfat]" line.
All my MAGX.INF files have been fixed in this manner, and since I
did that I have never suffered any of these problems again.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3637. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-28 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <374f04a4bb947b5@oden.se>
Source record: 78144

Hi again,

on Thu 27-05-1999 16:49 Jo Even Skarstein wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>
----- snip ----- re: removing old CPU when replaced by accelerator
>
>I don't know how clever this is, this question has been raised on the
>Afterburner-list a couple of times and the answer has always been the
>same: Removing the 030 will result in a dead Falcon. I don't know why
>though...

Ok. I guess this means that some of the signals are not considered part
of the bus, and are therefore not disabled with the rest. Could be that
some hardware (Combel/Videl ?) is dependent on such a signal for some
reason. But it should be possible then to replace the CPU by some
simple 'straps'. But I don't recommend experimenting with this without
more definite facts available.

>Btw. a broken pin on the CPU is not fatal, Geir Vi¿½lidalo broke two (2)
>when he installed his AB and managed to fix it with one strand of wire
>from a piece of multistranded wire, a 15W soldering-iron and some
>super-glue.

Sure, it can be done. I've done similar things with other chips in an
emergency, but there is always a risk that it will fail too. If a pin
breaks *inside* the plastic (or worse, ceramic) Then it is necessary
to carve/drill/chamfer into the side or top of it, and that can harm
other pins or bonding wires inside.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3638. Re: Huge IDE-disks

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ipsk6$bt3$1@news5.svr.pol.co.uk>
Source record: 77895

On 20 May 1999 17:27:12 , Nicholas Bales wrote:

:>> Has anybody tested any of cheap, huge IDE-disks? I was thinking about
:>> getting a 13-20GB disk in my Falcon. My local store has these in stock:
:>>
:>> Fujitsu 13.7GB 3130AT (UDMA)
:>> Seagate Medalist 10.2GB
:>> IBM Deskstar 13.5GB
:>> Maxtor DiamondMax 4320 13GB

:>Wow! and I have trouble filling up my 170Mb IBM drive...

170Mb, thats just about big enough for a boot partition!!. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3639. Re: HD Driver and MAGIC

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ipsk9$bt3$2@news5.svr.pol.co.uk>
Source record: 77896

On 22 May 1999 07:22:19 , Uwe Seimet wrote:
:>Neil Roughley wrote:
:>
:>> It sounds like this isn't normal behavior -- indeed, a major
:>> inconvenience -- although it's something I've put up with under the
:>> assumption it was normal behavior for HDDriver.

:>No, this is not normal. I never have encountered this problem with ZIP
:>drives or other removable media drives.

Not here either.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3640. Re: Floptical drive with disks for sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ipskc$bt3$3@news5.svr.pol.co.uk>
Source record: 77897

On 25 May 1999 19:50:49 , Spencer Davies wrote:
:>On Sat, 22 May 1999 00:15:32 +0100, Steve Stupple
:><Steve@steverosie.demon.co.uk> wrote:
:>
:>>>I never got my Floptical working under HDDriver on my TT though it did
:>>>work with ICD Pro (v6.5.5 I think).
:>>Not another device that HDDriver can't see, it's all coming out now;p

:>Well I must admit this was an older version of HDDriver (probably
:>around 4.5x). I did ask Uwe who made some suggestions but nothing came
:>of it so I gave up on the floptical (which is languashing in a
:>cupboard somewhere).

Wanna lose it, i got some Lirra here waiting?.

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3641. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: steve@sweet3.freeserve.co.uk
Message-ID: <7ipske$bt3$4@news5.svr.pol.co.uk>
Source record: 77898

On 23 May 1999 14:54:43 , "Martin H&#65533;ggbom" wrote:

:>Ronald's computer is broken (major broken) so Ronald will be gone
for a
:>while!

Not caused by a sting bug i hope!. 8~)

:>Woody Allen Virus: By-passes the motherboard and turns on a daughter card.

Good one!. 8~)

Regards from STEve & his nice warm cosey PAK'd MegaSTE.

* MegaSTE 40Mhz 68030, 68882 FPU, 4+16 Meg RAM, SCSI II, MV-300 *

3642. Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ippq9$31fn@enews3.newsguy.com>
Source record: 77899

I've updated the Atari Computing section of my site again. As I mentioned in a previous post, I put up a new archive of Jane Jetson's Strip Poker, and also BACKWARD to allow Falcon users (like myself) to play poker with Jane.

A few tips:

I know that hitting the space bar will make your cards/hand disappear so that you can get a better look at Jane. And for discarding cards - select the cards you want to get rid of with the left mouse button, and once selected, click the right mouse button.

Enjoy!

-Paul

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
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3643. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032091@oden.se>
Source record: 77900

Hi Jo Even,

on Fri 28-05-1999 07:37 joska@nuts.edu wrote:
> dlanor@oden.se (Ronald Andersson) wrote:
>
----- snip ----- re: could your problem be due to bad NEWDESK.INF data
>
>I really don't think so, as the problem is still there even if
>newdesk.inf is deleted. I.e. even if this file doesn't exist at all,
>TOS will crash when it tries to look for it. If I hold down control it
>works fine, as newdesk.inf isn't read in this case.

Aha ! I think I have a clue now.

The control key does not only block reading of the NEWDESK.INF file, but
also prevents loading of the DESKICON.RSC file, so that only the built-in
icons are used.

I recommend testing with another 'known-to-be-safe' icon file, and remember,
it must be in the old resource format for TOS 2.06 and 3.06, as they have
no support for colour icons or the extended format that those demand.

The safest test of all is always available, just delete/rename DESKICON.RSC
to force the TOS to use built-in icons, regardless of the control key.

----- snip ----- re: my (mistaken) guess about same INF on all machines
>
>No, they're all created from scratch on the different machines. I can
>delete the old file, boot without it, save the desktop and TOS still
>crash when it tries to read it.

Ok, that further confirms that it should not really be a problem in the
INF files then, adding some weight to the suspicions against the resource
files instead.

>> files (but not quite), but TOS 4.04 has many differences, and so does
>> the MultiTOS desktop. They should NEVER borrow files from each other.
>
>MultiTOS can happily read my 3.06 and 4.04 (I haven't tried it on my
>Mega yet) newdesk.inf files as long as I'm using AHDI... As soon as I
>switch to HD-Driver MultiTOS will crash as soon as I try to use a menu
>*if* it read newdesk.inf during the boot.

The fact that you can get away with it in some cases with some driver
does not mean that you can ever rely on it. But then again, one can't
really rely on MTOS under any circumstances, as its support was dropped
before debugging got anywhere near completion.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3644. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032092@oden.se>
Source record: 77901

on Fri 28-05-1999 20:48 Didier MEQUIGNON wrote:

>On 28 May 1999 02:53:19 , Ronald Andersson wrote:
>
----- snip ----- re: CT2B DSP ACK patch doesn't work in accelerated modes here
>
>It's strange, it's good in turbo mode on my falcon (I use always TOS 7.0x).
>Without this modification, your DSP works in turbo mode (you can remove
>hardware patch by only remove wire on FPU pin 31) ?

Sure, but I don't want to have any more external switches, and the long leads
that would require. Instead I leave the patch connected at all times, which
does not appear to have any negative effects, even for those cases when it
can not help a program work properly.

>I think to time-out or crashs...

I don't understand the sentence above. What does it refer to ?

>During CT2B tests, I have found a problem (only with my card ? I don't know...)
>For exemple CENTBNCH was locked, I have searched problem and I have found :
>My DSP clock was bad at 50 MHz (OK at 32 MHz in normal mode)

I don't think I have that problem, as that should affect also the many DSP
programs that do work fine for me, even in the turbo modes.

>so I have found
>a solution, now I use directy 50 MHz clock on oscillator (I have cut signal 11
>DSP clock). My DSP is always at 50 Mhz.

The funny thing is that I have seen Centek docs that clearly state that this
is how all CT2B do DSP & FPU clocks, even in compatibility mode. Evidently
this must be one more example of their problems with the english language,
as both FPU and DSP are clocked at the normal 32 MHz in compatibility mode.

I think they must have intended to put a word like the french 'pas' somewhere
in those descriptions, not realising that that particular kind of negation
does not exist in English.

>DSP interrupt is only used by Aniplayer and Quincy (maybe for demos or games...),

Also some MOD-players.

Hmmm, I don't have 'Quincy' (I don't even know what it is), but I do have
Aniplayer (unregistered), and guess what: It does work with my patch too,
in turbo modes, even though the other program I tested still produces 24
bombs (== spurious interrupt) in those modes.

This makes it appear as if there are different ways of using DSP interrupts,
and that the patch helps in all modes for some of them, but not for all.

I should add that the program I tested is rather critical, as the software
patch does not work at all for it, regardless of the CT2B boot mode used.
It only works with the hardware patch, and only in compatibility boot mode.

>this modification have same results in normal or turbo mode.

Maybe on your system, but not on mine. That is not surprising, when all
chips involved are driven high above their specified frequencies. Then
differencies between individual chips of the same type can be visible,
which are normally hidden when running them within their specifications.

>It's only for remove patch in Auto-folder.

Of course I disabled the DSPpatch program when testing the hardware patch.
Else I would never have seen the 'spurious interrupt' messages that came
when I tested in turbo modes. (With the software patch my test program
simply froze the system, without bombing.)

>>I believe this is because cumulative delay, from the time that the CPU sees
>>the IPLx signals until the XHACK and DSACK0 signals begin to respond, is
>>simply too long. This would require that the CT2B insert some waitstates
>>before generating the bus error that causes 'spurious interrupt' state.
>
>Delay isn't important because 68030 wait DSACK0 signal during 4-6 uS
>(watchdog delay on CT2).

In fact that was the kind of 'waiting' I was suggesting, and if such is
already used then it is obvious that some other factor must have prevented
the patch from helping the program I tested to work.

>>As it is I can't even get it to work when using 74F instead of 74LS, so
>
>I use a 74LS05 an inverted gate with open collector output (more important
>for CT2 !) In final stage 2 gates are in // for drop low level.

And I used the same kind of connection too, but with a faster IC with even
stronger output drivers, and it still did not help. But since it *does*
help Aniplayer, I think that some other problem must have been involved
with the other program.

Now for something I should have commented on earlier, as it does affect
all others who want to add this patch into their CT2B Falcons.

The expansion sockets as shown in MONTAGE2.IMG do not exist, either on a
Falcon or on a CT2B. Yet all the patch files refer to that 2x20 connector
and 2x40 connector, even though no connectors of those sizes exist. This
means that the suggested method of connecting the patch output to one of
the pins on that connector is not possible.

Instead it is necessary to find a 'through-hole' on the CT2B, connected to
both FPU pin 31 and CPU pin 3. One good position is between the 'innermost'
corners of the Flash ROM chip and the ispLSI1016 chip. There you can find

four adjacent holes in a line pointing towards the FPU in a 45 degree angle relative to the board edges. The one of those holes that is closest to the FPU is the one with the right signal. Make sure you have found the right hole by measuring 0 ohms resistance between it and FPU pin 31.

The hole is perfect for the kind of wire used with mini-wire-wrap tools, but such wire can not tolerate much bending back and forth, so it is best to make a fixed connection terminal for it on the CT2B, to which another wire type (multistranded and thicker) can be soldered, so that it can be removed for future work without straining the singlestranded wire, or having to desolder any wires at the patch IC (piggybacked on U44).

I located one of the few spaces on top of the CT2B that is free of signal traces, and placed a homemade connector there made from a scrap of resistor lead bent into a suitable shape, and fixed it to the board with a glue blob.

Now, Didier, I was much surprised at the time that you never mentioned any of these things, and the only explanation I can find for that is that your equipment is not really a CT2B, like mine. Possibly you have some older or even an experimental version. So which is it ?

>You can use my e-mail for resolve this problem if you want.

Perhaps some other time. I have other things I must first attend to. Also, I am not sure if it really is a problem :-) After all, we do get the same result with Aniplayer, so I strongly suspect that the program I was testing with will fail in turbo mode on all machines.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3645. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032093@oden.se>
Source record: 77902

Hi Jo Even,

on Fri 28-05-1999 21:24 Jo Even Skarstein wrote:
>Ronald Andersson <dlanor@oden.se> wrote:
>
>> I suggest that you do install MagiC 6.01 again, but this time erase
>
>I have given it up on my Falcon, all versions I've tried has given me
>nothing but trouble. I'll probably reinstall it on my TT when I need it
>though.

I can understand your irritation, but if you have never tried MagiC 6
without that silly bootlogger, then you simply haven't tried it for real.
With that function disabled MagiC 6 is more stable than older versions.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3646. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032094@oden.se>
Source record: 77903

on Fri 28-05-1999 22:33 Thomas Binder wrote:

>Hi!
>
>Ronald Andersson <dlanor@oden.se> wrote:
>> It starts up, but does not work right unless MiNT is also installed.
>> I think this is mainly due to lacking recognition of Geneva in Thing,
>> so that is not really your problem of course.
>
>Define "work right" ...

It should be possible to launch all program types ACC/APP/PRG/TOS/TTP/GTP
from the desktop, and they should then be launched in the way appropriate
to that program type. This does not work correctly, so very few programs
run at all under Thing+Geneva without MiNT. For some reason this changes
a lot if MiNT is also used, but not sufficiently to allow all programs to
work properly. But I can't describe those problems very clearly, as most
of my tests have been made without MiNT.

>Thing 1.27 should work with Geneva 006, and

I agree, it should, but for me it doesn't.

>besides, why should it need to recognise Geneva? If the OS is AES 4.x
>compliant and supports appl_getinfo() properly, there shouldn't be any
>need to specifically recognise it.

But there is, because MagiC, MTOS, and Geneva all use slighty different
argument rules for shel_write, and have different Pexec modes too. This
means that program launchers, and especially a desktop, must adapt to
these differencies. These are AFAIK not covered by appl_getinfo, so
that function doesn't seem to help for this.

Some of my 'test memories' may be from tests with older Geneva versions,
but most of the things I've mentioned have been verified with Thing 1.27
and Geneva 006.

If you still doubt that Thing has problems with Geneva, just try starting
Geneva without MiNT, and with Thing linked as desktop, and then try to
launch EVEREST.PRG, and various other APPs. That should make the problems
clearly visible. (I can't launch *any* APPs properly in such a setup.)

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3647. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032095@oden.se>
Source record: 77904

Hi Thomas,

on Fri 28-05-1999 22:38 Thomas Binder wrote:

>Ronald Andersson <dlanor@oden.se> wrote:
>> Exactly, and for that it will need to use Geneva compatible arguments
>> in shel_write.
>
>No, it will need to use AES 4.x compatible arguments in shel_write().
>There was a problem with running TOS programs via shel_write() with
>Geneva prior to 005 (they were run directly, i.e. without GNVA_TOS, when
>you didn't use the "autodetect application type" mode), but with 006,
>there's no need to use any different arguments to shel_write() as you'd
>use for AES 4.x.

Unfortunately this does not match my experience. You may be right about
some of the changes, but several serious problems obviously remain.

I have tried using Geneva 006 with Thing on all my machines, and have not
succeeded on any of them. The total accumulated time I have spent on such
experiments is in the range of some hundred hours, so all obvious methods
have been tried, such as trying 'nearly clean' boots, and all kinds of
experiments with the GEM.CNF settings. But nothing seems to help.

When booted by MiNT, Geneva does appear to modify its older methods enough
to let Thing lanuch most programs, but there are still some 'odd' effects.
It is not this mode I want anyway, as I dislike MiNT's immense slowdown of
the system. Even a TT feels unpleasantly slow when running MiNT.

When Geneva is booted without MiNT, Thing consistently fails to launch all
normal program types (TOS/TTP/APP/PRG/GTP), though it does succed with ACCs.

Actually the other programs do start up too, but as soon as they start to
use GEM functions they get error returns and then they either bomb or abort
cleanly. This even happens to TOS/TTP programs since GNVA_TOS also suffers
from this effect.

Nothing like this happens with other desktops, such as Gemini or Teradesk,
that both work quite well with Geneva, though they are limited in their
usefulness since they lack many modern improvements (which Thing has).

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3648. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <375086541032096@oden.se>
Source record: 77905

Hi John

on Sat 29-05-1999 02:46 John Garone wrote:

----- snip ----- re: my recommendation for HSModem module usage
>>>
>>>Falcon: TT: ST/STE:
>>>------- --- -------
>>>DRVIN.PRG DRVIN.PRG DRVIN.PRG
>>>MFP_FALC.PRG MFP.PRG MFP.PRG
>>>SCC.PRG SCC.PRG MIDI.PRG
>>>MIDI.PRG MFP_TT.PRG
>>> MIDI.PRG
>.
>Excuse me for intruding (if I am).

I don't mind, as this is a newsgroup after all, not private mail.

>From what I read in the HSMODEM7 DOCs, SCC.PRG should be used in place
>of MFP.PRG due to high speed transmission drops with MFP on the Falcon
>and use MFP.PRG only if Modem 1 was physically brought out.

It is true that you can't use the 'Modem 1' driver of MFP_FALC.PRG without making a hardware patch to get the serial line out, and converted to RS232, and even then (just as you say) it is not useful for high speeds as it has no handshaking, and the system won't allow more than 19200 for it anyway. So it is not a port many will want to use much. (I don't use it myself.)

But that was not the reason I suggested that MFP_FALC.PRG should be included. Instead that was only to assure that as many ports as possible will use the same Bconmap slots as they would on older machines. The reason for that is that many programs (including Connect) use a Bconmap index, and nothing more, to specify which ports to use. They assume that the relation between slot index and port driver name will always remain what they were when saving the settings, so they only save the indexes in the setting files, whereas they should save the names, and determine indexes at each startup.

And some programs even assume that a certain index must always stand for a given port, usually in the index order matching my recommended order for the HSModem modules.

When such programs are used with HSModem modules in some other order than that which produces the index order they expect, they will access the wrong ports. And that can mess things up for STinG and other clean programs, by causing the ports they need to be locked away.

>But I've been wrong before!

The things you said were not wrong, but didn't releate to my point either.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3649. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7indo9$f16$1@nnrp1.deja.com>
Source record: 77961

Bengy,

Sounds like a good idea to me...
I would host it on Atari-users.Net. I'll have to take a look for
a cgi script that could be made to do the work...

BTW... my icq ##:12030051

Rob
webmaster@atari-users.net
rmahlert@delphi.com

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <D7433.4303$8%6.331118@news1.telusplanet.net>,
"Bengy Collins" <collins@bulli.com> wrote:
> Hello all,
>
> Would anyone like to take the intiative and setup an Atari ICQ
database on
> the web, with user's ICQ #? (ie ICQ:38857203) <hi ron :-) >
> Since all atari's, even those w/o mintnet can use some version of
ICQ, ...
> If not, I wouldnt mind doing it on MagiC Online, as I could easily
use the
> new Atari.org Form mail :-)
>
> Bad idea? good idea? Who carez idea? :-)
>
> Night,
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3650. Re: Route finder program - Finder 20

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: tcjspencer@zetnet.co.uk
Message-ID: <374f305c$0$10483@news.zetnet.co.uk>
Source record: 77962

On 27 May 1999 15:14:26 , Doug Kendall wrote:
>
>
>Trevor Spencer wrote:
>
>> Anybody know if this program by Brian Henderson is still supported
>> and/or available?
>>
>> I've just come across a copy on my hard drive, I think I got it from a
>> coverdisk around 1994/5.
>>
>> Trevor
>>
>> 6 MB ATARI STe with Veloce+2
>> NVDI TOS 2.06 MagiC Thing
>
>The web pages for Route Finder (http://www.dur.ac.uk/~ded1brh/) are still
>active, although the last revision date I could find was October 1997.
>
>The addresses (snail and e-) listed on that page are:
>
>Brian Henderson
>32 Archers Avenue
>Stirling
>United Kingdom
>B.S.Henderson@durham.ac.uk
>
>Don't know if they are still valid.
>Good luck!

Thanks folks!

Trevor

6 MB ATARI STe with Veloce+2
NVDI TOS 2.06 MagiC Thing

3651. Re: Atari ST telnet BBS

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7ineh8ffa1@nnrp1.deja.com>
Source record: 77963

Dr..

I most likely shut the servers off and went to bed!!<g>
I might have the chance to but it up the weekend.. look for a post on
Delphi(www.delphi.com/atari) or www.atari-users.net/discus to see if
it's up..

Rob
--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <374C7DCF.4156@geocities.com>,
clu-da-bard@geocities.com wrote:
> Atari-Users.Net wrote:
> >
> > Hello,
> >
> > On the subject of someone writing the software for a
telnetable
> > BBS.. how about expanding an existing one. I know the source to
TLink
> > (?) is available. It is written in GFA basic.
> >
> > On a permanent IP address, try www.ez-ip.com . Its a free service
that
> > will give you a static name to your dynamic IP address. I have the
name
> > atari.dyn.ez-ip.net. You will need to "log on" manually by going to
the
> > ez-ip web site. They have clients that will do it automatically, but
> > not an Atari one... yet (anyone?).
> >
> > I've been using it to test the web server Weblight and the Atari IRC
> > server IRCD, both by Olivier Booklage(sp?).
> > So one night for the heck of it.. try http://atari.dyn.ez-ip.net to
see
> > if the server is up..
> >
>
> Well, I tried it, no luck. It wouldn't access as a vistable
website or
> telnet. Definately let me know how things are going with it. I hope

to
> have STIK working with a telnet client soon and I hope to have more
> telnetable sites to visit.
>
> Doctor Clu
>
> ||| ATARI USERS OF NORTH TEXAS
>)|(http://www.atariusers.com/AUNT
> / | \ Read the News, Join the Chats, Share the Meyhem!
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3652. Software ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <374F4969.F69B6285@ihug.co.nz>
Source record: 77964

Can anybody tell me where I can buy the following software and have it
shipped to New Zealand?
Cab 2.7
NVDI 5
MagiC 6

Cheers Mike

3653. Re: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01bea97a$1e01eee0$405e0fcb@default>
Source record: 77965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Simon Hazelgrove <simon@webprecinct.co.uk> wrote in article
<926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>...
> I set up my atari again the other day - I remember speech engines that
> sounded quite cool in a retro way (they do now anyway - I remeber being
> amazed when a computer spoke!). I want to use some samples of this
speech
> in music I make (anyone remember that "Das Boot" track?)
>

If you have access to an Amiga (any model) I'd suggest you use the inbuilt speech features of the OS/hardware. I believe Das Boot used speech created on a stock Amiga and C64 with a speech cartridge (MagicVoice?).

Just a suggestion...

Regards,

Clockmeister.

3654. Re: STinG upload

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: swampfax@atlantic.net
Message-ID: <MxI33.12$fB5.6930@news1.atlantic.net>
Source record: 77966

```
On 28 May 1999 20:48:53 , Slc.Dennis Bishop wrote:
>On 28 May 1999 02:53:23 , Ronald Andersson wrote:
>>
>>The normal boot order is:
>>
>>Falcon: TT: ST/STE:
>>------- --- -------
>>DRVIN.PRG DRVIN.PRG DRVIN.PRG
>>MFP_FALC.PRG MFP.PRG MFP.PRG
>>SCC.PRG SCC.PRG MIDI.PRG
>>MIDI.PRG MFP_TT.PRG
>> MIDI.PRG
>>
>>Do not leave out a component just because you don't plan to use its port.
>>Although no definite proof is available there are very strong indications
>>that MIDI.PRG 'wants' the position indicated above, and may become 'surly'
>>if it doesn't get it.
>>
>MIDI.PRG??? I'm not using the midi ports at all, I save my MIDI for
>whenever I get my Falcon working again. Plus it doesn't happen all
>the time, I said 'sometimes' maybe 2 or 3 times a week, or sometimes
>not at all for many days.
>
>
>*-------------------------------------------*
>| Slc.Dennis Bishop Founder & Lifetime Member |
>| SIAR (1971) / IAR (1995 |
>*-------------------------------------------*
>
>.
Excuse me for intruding (if I am). From what I read in the HSMODEM7 DOCs,
SCC.PRG should be used in place of MFP.PRG due to high speed transmission
drops with MFP on the Falcon and use MFP.PRG only if Modem 1 was
physically brought out. But I've been wrong before!
John

From:John Garone
swampfax@atlantic.net
-ATARI C-LAB Falcon MK1/Seagate/IomegaJaz/
ToshibaCD-ROM/SupraExpress56k/CAB/Newsie/STinG
```

3655. SV: Battery Case on the Mega ST2

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7inr1c$j3o$2@zingo.tninet.se>
Source record: 77967

It seems that TOS 1.4 was the first to support the graphic card used in the Mega ST together with the SM194 monitor.

A way to see if your computer contains (at least) the 1.4 is to press CTRL+ALT+Delete and see if a reset occurs. If it does not, your TOS is a 1.0 or 1.2. To see if your TOS is (at least) a 1.2 you can display a text in the built in VT52 emulator, the shower of any text file from the Desktop. Your text should contain some characters that are more than just the UK or US alphabet, like the swedish ������. If they're displayed your TOS is greater than 1.0.

Just wonder why Atari Corp. never displayed the TOS version information in the Desktop? Instead there are copyright notices and credits to Digital Research.

MG

3656. Centek's CT2

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7inr1h$j3o$3@zingo.tninet.se>
Source record: 77968

Jo Even Skarstein <joska@nvg.ntnu.no> skrev i
diskussionsgruppsmeddelandet:7ijt2p$8ad$1@snipp.uninett.no...

> I don't know how clever this is, this question has been raised on the
> Afterburner-list a couple of times and the answer has always been the
> same: Removing the 030 will result in a dead Falcon. I don't know why
> though...

With a CT2 installed the motherboard's CPU can be removed without problems. It must be noted that this removal affair is a VERY delicate job! Even when you cut or saw away the pins it is easy to use exessive force, thus possibly damaging the underlying tracks on the motherboard. The best way to do this is with a special hot-air desoldering tool. It is also the fastest way, takes just a second.

A Falcon that was sent to Centek came back with the original CPU missing, the remaining pads were clean and neat. Don't know if Centek normally desolders the onboard CPU when installing the CT2 themselves, or if this particular Falcon was a "problematic" one?

The CT2 is quite impressive in performance, but the Centek people seem to be an extremly rude and uncivilized bunch. Abusive letters and references to the "crystal clear" manual made me both want to cry and laugh. The installation manual is anything but clear. Maybe the manual is crystal clear for native English speaking people?

If you want to keep the original Falcon casing you better get a Dremel hobby tool. The metal shielding needs to be modified extensively. There is a capacitor and a 50MHz quartz crystal that both protrude upwards which requires extra holemaking in the metal shielding above them. This I believe could have been realized in a sleeker way. There are very small surface mounted capacitors and quartz crystals as well. Maybe even these components could have been mounted upside down? Also the CPU fan seems oversized, there are small, 1" fans available, but the use of a bigger fan might have to do with the capacity for air circulation? This big fan requires the internal HD to be pushed away towards the edge of the Falcon (to the "north") and thereby requireing more metalwork in the shielding.

Maybe some kind of sandwich construction would have solved some of these inconveniences, and water cooling as well? (joke!) Maybe all Falcons should be sent to Centek so that they can remove the CPU and solder the CT2 into those free pads instead? Would leave the expansion slot free for a graphic card instead.

Despite the criticism I consider the CT2 to be a remarkable speed-up board which makes "heavy" applications like Ghostscript or Calamus work in a much

more pleasant way.

A decent graphic card and an ethernet connection is next on the wish list.

MG

3657. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <1dsjxbe.1d8qa0v1fpwfk9N@ozzyman.vectranet.co.uk>
Source record: 77969

MG <100550.3170@compuserve.com> wrote:

> I have an 810Mb 2.5" drive I could use in my STf...??

there is a board you can use for the STE, which I know isn't much use to you, but for anyone else that is interested.
The Upgrade Shop (England) do an internal IDE interface for the STE, this can bu put on top of their Veloce 020 Upgrade for the STE, so you could have a 16Mhz (With the option of 4 meg extra RAM) 020 processor, TOS 2 (Comes with the Veloce board) and the IDE interface all in one ugd. And all without having to fit a new case to the STE :)

I know it isn't much use to you, but for other people that might want to upgrade their STE's.

3658. WTB: 1040ST Compatible hard drive

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: gothic@oz.net
Message-ID: <374f7d29.112762798@news.oz.net>
Source record: 77970

email with info if you have any for sale and a price.
thanks,
gothic@oz.net

3659. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <374f8aa249ccf230@holleman.demon.nl>
Source record: 77971

on Fri 28-05-1999 20:07 Ronald Andersson wrote:

>>The TOS2GEM solution does not work properly (no redraws when the TOS
>>program ends etc).
>
>TOS2GEM should not be used at all under Geneva. It is for singleTOS.
--snip--
>But that is a GEM program, so its launching is more similar between the
>various TOS versions. The problem is that Jos needs to use a shel_write
>call to run TOS programs as well. Only under singleTOS does a simple
>Pexec call do the job properly.
>

Hej Ronald,

actually, since the latest Okami version I installed Tos2gem in my MagiC Start folder. Now I don't have to hit "any" key upon completion of Maintain, Import or Export ops. The window however only closes at quitting Okami or if you hit the closer manually. It works OK but definitely slows down Okami.

Always wondered why these ttp's didn't run in VT52, which is standard installed by MagiC.

I'm just wondering, will the stuff run in Toswin2 (what I use running Mint) or allows Okami only the use of Tos2gem?

Next Q, and more directed to Jos: why can't the ttp's make use of VT52? Perhaps some changes in the coding would allow that.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3660. UK Resellers

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Matt Sheppard <2e1cpc@sheppard2.freeserve.co.uk>
Message-ID: <7iof58$8nr$1@news7.svr.pol.co.uk>
Source record: 77972

Hi All, I need your help!!

Do any of you know off any UK Atari Resellers (computers not consoles).

Thanks.
Matt
mattsheppard@x-stream.co.uk
http://mattweb.atari.org
ICQ# 35887584

3661. SV: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Peter Persson <pep@NOSPAMmbox306.swipnet.se>
Message-ID: <daP33.42$Nc.360@nntpserver.swip.net>
Source record: 77973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Clockmeister <gerryvdb@tnet.com.au> skrev i
diskussionsgruppsmeddelandet:01bea97a$1e01eee0$405e0fcb@default...
>
>
> Simon Hazelgrove <simon@webprecinct.co.uk> wrote in article
> <926954256.27154.0.nnrp-06.c2deffda@news.demon.co.uk>...
> > I set up my atari again the other day - I remember speech engines that
> > sounded quite cool in a retro way (they do now anyway - I remeber being
> > amazed when a computer spoke!). I want to use some samples of this
> speech
> > in music I make (anyone remember that "Das Boot" track?)
> >
>
> If you have access to an Amiga (any model) I'd suggest you use the inbuilt
> speech features of the OS/hardware. I believe Das Boot used speech created
> on a stock Amiga and C64 with a speech cartridge (MagicVoice?).
>
> Just a suggestion...
>
> Regards,
>
> Clockmeister.
>
>
```

3662. Convert JPG/etc. to Degas PC1 on PC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7ins5k$jp5@james.hwcn.org>
Source record: 77974

Awwww crap!!!!

I need to convert some PC graphics files for use on my Atari ST computer.
I used to have a really old really version of Paint Shop Pro that supported
Degas file formats but wouldn't you know it, the newer version seems to
have dropped that support. I hate when things like that happen.

I've got programs for the ST itself that will do such conversions, but
they do it much slower than I can do it on my PC with a Hard Drive.

Does anyone know of a program for the PC that will save image files as
Degas .PC1 type files (and is that the old degas format or is it Degas
Elite?)

Any help will be appreciated.

CRACKERS
(Converts from hell!!!!!!!!)

--
Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
* http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
* http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

3663. Re: CT2B add-on through-port

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7io8i5ffs1@news8.svr.pol.co.uk>
Source record: 77975

On 26 May 1999 08:15:28 , Ronald Andersson wrote:
>on Sat 15-05-1999 09:33 Derryck Croker wrote:

>>Wouldn't it be nice if the thro' port reappeared!
>
>I don't think it will, because a normal through-port would not work for
>most cards anyway, because of the CT2B CPU fan.
Good point! (g)

>better idea to either have the kind of add-on through-port that Centek
>already made (and *should* market), or to *demand* that makers of graphic
>cards include a through-port in them, so the CT2B can be plugged into it.
I can't see that Titan/Core Design would comply with that - there's too much vested interest...

>But the best bet is Centek's add-on through-port, as that will definitely
>allow any card to be plugged in.
Hmm, with the appropriate skills it wouldn't be hard to make one's own - but I'd prefer the ready-made solution.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3664. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <374fdcf02536fe0@ping.be>
Source record: 77976

on Sat 29-05-1999 07:35 Louis wrote:

>on Fri 28-05-1999 20:07 Ronald Andersson wrote:

>
>I'm just wondering, will the stuff run in Toswin2 (what I use running
>Mint) or allows Okami only the use of Tos2gem?

I haven't followed the thread so I don't know what you exactly means but
as a stand alone application the various ttp's runs fine with Toswin2 in
VT52 mode. Launched from Okami however these ttp's doesn't call Toswin2
(at least not on my Hades) so you'll get an ugly white screen.
I've used for a while Toswin2 and Tos2gem together but this maked the
system rather instable so I'm back to Toswin2 only.
I avoid to use these ttp's from inside Okami.

CU
Martin
--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/

3665. Re: Atari fido-nets

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: stephen@wrag.freeserve.co.uk
Message-ID: <7iocv5$73v$1@news7.svr.pol.co.uk>
Source record: 77977

On 28 May 1999 09:10:24 , Doctor Clu wrote:
>Hey guys, I was wondering what's up with the Atari fido nets...
>
> Atari
> Atari_ST
> ST_prog

They are still active, but not as busy as they used to be:-(

>received any messages... can someone please tell me if they know what
>the current state of these message areas are?

As I said they are still in use, but not as busy as they once were:-(

>
>PS: If you know of any other net work areas on a BBS that we could
>incorporate besides fido.. that have an Atari message area, I would love
>to know about. I know that Atari used to have a network of Atari BBS's
>out there.. anyway.. I would love to know more.

There is NeST & Fanfiles that are stilla active over here in the UK,
for information about Fan files and how to get connected into Fan I
sugest you Email the Peter Carr at gatekeeper@thedruid.demon.co.uk for
information about getting connected,

He might also be able to help you with Nest as well.

Bfn Ste
Regards...STE....The Mad Pole..

Fidonet 2:250/303.0 E-Mail wrag@thedruid.demon.co.uk
NeST 90:107/206.0 stephen@wrag.freeserve.co.uk
FanFiles 95:110/202.0

3666. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990529142740.6175B-100000@hal.fishpool.fi>
Source record: 77978

> > I have an 810Mb 2.5" drive I could use in my STf...??

The card made by Mario Becroft works in STF and MEGA as well.
It is also a good excuse to install TOS 2.06 (required to
access the drive) and upgrade your STF to its full 4 MB of RAM.

I do not have the URL to Mario's site off-hand, but typing
"mario becroft" in Yahoo should give you the answer.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3667. FS: usefull stuff in Holland

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: tjendol@wxs.nl
Message-ID: <7iobo8$2t4$1@reader.wxs.nl>
Source record: 77979

Hello fellow Atarians,

In order to clean up my room a bit, and to give other people a chance to
be happy with stuff that I never use anymore ;^) I'll have the following
for sale. Make an reasonable offer and the it's yours..

Software:

Serious:
Calamus SL (Dutch manual) + Calamus printerdriver for Epson Stylus Colour
Inshape Intro 1 = 3D modeler & shader (Falcon only)

Games:
Killing Impact (Falcon only)
Epic (platinum edition)
Zero-5 (Falcon and STE only)
Running (Falcon only)
Robinson's Requiem (cd-rom) (Falcon)

Music:
MusicoM 2 = Harddisk recorder/ sampler program (Falcon only)
Concerto = midi sequencer, able to play samples all
The Mix Machine = digital recording and editing of samples (ST(E))

CD-Rom:
NCS cd-rom with Falcon demo's
Compo STE Power CD vol.1
Lohrun public domain and shareware CD vol.3

Hardware:
Atari-Falcon 4Mb ram card
Falcon keyboard
2x Atari Powerpads
Roland SC33 Soundcanvas midimodule (perfect for playing midi/sequencer files)

Groet,
Karsten

Karsten van Vuuren | tjendol@wxs.nl
reporting from Amsterdam

On my Milan 040/32/1220 Mint1.15.1, nAES1.2, NVDI 5.02

3668. Grandad's Quest 1 code needed

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Satcom2 <svenhard@primenet.com>
Message-ID: <7iol1jfmq1@nnrp02.primenet.com>
Source record: 77980

I registered long ago for the 2 games, Grandad's Quest 1 and also Grandad's Quest 2. The second one came with a code sheet on dark red paper, which I still have. The first game simply had one code, the same for everyone. I lost the paper I had it written down on. I had the code backed up on a floppy, but I can't find it anywhere.

If someone could e-mail me the code that would be cool. I already payed Ian Scott (the Author) for it.

If nothing else and nobody trusts me, can anyone tell me where I could contact Ian Scott so that he could personally help me out? Thanks. -Satcom2

3669. Keith's www.radix.net/~atari/ gone??

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Martin-Eric Racine <q-funk@pp.fishpool.com>
Message-ID: <Pine.LNX.3.96.990529145338.6248A-100000@hal.fishpool.fi>
Source record: 77981

This is the URL of whoever bought Toad's overstock, but it seems
gone. The guy was obviously called Keith, but no other info remains.

I am trying to locate him, to buy soe of his MEGA-STE motherboards.

--
Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
The Atari TT030 Homepage http://funkyware.atari.org/TT030/

Intellitel Communications www.intellitel.com +358 (5) 624 3283

3670. Atari Online News, Etc. #0113

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xra68H5.dpj@delphi.com>
Source record: 77982

A-ONE #0113 05/28/99

~ People Are Talking! ~ The Nordic Atari Show! ~ 'Mario' Gets Swiped
~ CIH Virus Goes Pffft! ~ MS Case to Reconvene! ~ Jaguar News!
~ Windows 2000 On Target ~ Bloody Roar 2 Out! ~ NFL QB Club 2000
~ MS Pounces On Caldera! ~ Judge Rules For Sun ~ Acclaim's TrickStyle

-* 'SpyHunter' To Be Redesigned *-
-* AOL's Case Counters MS' Defense *-
-* Sega In Talks With Rivals To Sell Software *-

```
___ ___
/ \----/ \ Dana P. Jacobson - Publisher - A-ONE
|-----| |-----| Atari Online News, Etc.
/\_0_/ \_0_/\
-| o o |- E-mail subscription: dpj@delphi.com
/ \_____________/ \ A-ONE's WEB Site
\ \ | | | | / / http://people.delphi.com/dpj/a-one.htm
ww ooooo----ooooo ww http://members.delphi.com/a1mag
```

3671. [PUB]: New at the Belgian ftp-server 193.190.204.128

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: tos4ever@ping.be
Message-ID: <375005ac4508c50@ping.be>
Source record: 77983
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

```
New at the Belgian ftp-site 193.190.204.128 (chapelie.rma.ac.be)
------------------------------------------------------------
************************************************************

IF A PACKAGE WOULD BE CORRUPT, PLEASE CONTACT
TOS4EVER@PING.BE
OR
SAKA@VILLAGE.UUNET.BE

SO THEY CAN DELETE IT AND PUT A GOOD VERSION HERE

ONLY WITH YOUR COORPORATION THIS SITE CAN BECOME GOOD

************************************************************

**Internet**

ftp://193.190.204.128/atari/www/aftp/aftp153b.lzh (MiNTnet version)
ftp://193.190.204.128/atari/www/aftp/aftp153b.zip (STiK/STinG version)

**utilities**

ftp://193.190.204.128/atari/utilities/FIRST_MILLION_Euro_4.3.5.zip (German bookkeeping
prog)

**magazines**

ftp://193.190.204.128/atari/disk_magazine/atos/atos991f.zip (German magazine in Hypertext,
color version)
ftp://193.190.204.128/atari/disk_magazine/atos/atos991m.zip (Monochrome version)

**MiNT**

ftp://chapelie.rma.ac.be/atari/mint/filesys/ext2fs/ext2fs-0.53.tar.gz
ftp://chapelie.rma.ac.be/atari/mint/filesys/ext2fs/ext2fs-0.52.lzh

--
***** Greetings from Okami Newsreader *****
** On the seventh day He created Atari **
********** tos4ever@ping.be ***********
** ICQ 37138054 **
But He uses a Hades 060 now
UTSI: http://www.ping.be/~ping1030/atari/prg-ind.htm
Atari FTP-site: ftp://chapelie.rma.ac.be/atari/
```

3672. STE 2.5 Meg upgrade program - do you want it?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Caroline Hawker <cornelii@clara.co.uk>
Message-ID: <01bea9e8$1609cb40$LocalHost@default>
Source record: 77984

"Do you want it? Do you sir, do you? Well you can't have it sir - it's mine. We're closed."

Hi, everyone,
Years ago, when I used my Atari ST (my brother has it now) I upgraded it to 2.5 Megs, and it didn't work, because the OS didn't recognise that memory configuration. So I wrote a little proggie in assembly that sorted the problem out. I tried to put it about on the internet a few years ago, but the place I tried to upload it to didn't seem to work. Any way, if people think they would find it useful I will upload it and put it about. I know that there are other utilities around, but they probably do not have all the same features as mine did.
So what's so special about my one? Well, this is a run down of it's features:
- it's under 512 bytes , less than 1 sector for maximum speed in loading
- written in machine code, runs virtually instantly
- simple installation - just put in an auto folder
- transparent operation (works without any user input)
- hotkey gives you a menu
- menu lets you adjust memory size to all possible variations (for compatibility if needed)
- menu lets you run games with ease - it pauses to let you put in a games disk
- it's free
I never had any problems at all with it. It works fine, though I expect there may be some other programs that do exactly the same. If you have any gripes about other programs, though, this would solve them. If anyone wants the source code they can have it, too. Just reply to the newsgroup to tell me if it's wanted at all, because I will have to get the disk from my parents house. How do the other programs that do this compare?

--
Graham Cornelius or Caroline Hawker (depending on who's using this rust bucket)

If this is about cross stitch, it's Caroline
If this is about computers/hifi it's Graham

e-mail : cornelii@clara.co.uk

Windows works just fine - it was designed to crash every 15 minutes

3673. Re: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199905290000.a45739@lu.maus.de>
Source record: 77985

Hello "Clockmeister",

g> If you have access to an Amiga (any model) I'd suggest you use the
inbuilt
g> speech features of the OS/hardware. I believe Das Boot used speech
created
g> on a stock Amiga and C64 with a speech cartridge (MagicVoice?).
g>
g> Just a suggestion...
The speech of "Das Boot" sounds exactly like SAM ("Software Automatic
Mouth"), a speech processing software which exists on C64 and Atari
400/XL.
later on, this sofware was the basic of the speech software of the Amiga
(still sounds identically).

Due to the facts that there is a version for Atari ST too (also sounds
identically -> ST Speech) and that most (if not nearly all) of the techno

music at that time was made with Ataris, the speech of "Das Boot" should
be
also made with an Atari. ;-)

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

3674. Anyone recognize a database with a *.ONE extension

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Phil Rastocny <arose@denver.net>
Message-ID: <375046e2.0@news>
Source record: 77986

Anybody recognize this extension for the ST series? I've got my record collection loaded in there and would like to import it and update to something current (e.g., *.DBF). My hope is to find a program that will recognize the format and save it as a DBF file. Any help would be appreciated.

3675. FS:A bunch of Atari ST hardware/software

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: rehlers@newsguy.com
Message-ID: <37514b23.3823935@news.innova.net>
Source record: 77987

I've got a bunch of ST hardware/software for auction, starting at
10.00

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=110769779

3676. Re: Help verifiying Falcon scsi interfa

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <375059f7$0$10477@news.zetnet.co.uk>
Source record: 77988

On 28 May 1999 22:22:42 , Chris Crosskey wrote:

|> . . . .
|>Well, there is no way I can get my scsi port to work and I tested everything so,
|>it has to be hardware :(
|> . . . .

I have had a problem with the SCSI on the Hades. Medusa Computer Systems suggested that I try active termination rather than the usual passive termination. You can buy active terminators but to be honest I bought one today and tried it this evening and it did not help.

John Logan

3677. Re: Software ?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <375059f9$0$10477@news.zetnet.co.uk>
Source record: 77989

On 29 May 1999 13:56:57 , M Clark wrote:
|Can anybody tell me where I can buy the following software and have it
|shipped to New Zealand?
|Cab 2.7
|NVDI 5
|MagiC 6

I imagine System Solutions would ship to NZ - I don't see why they shouldn't. They are in London and have a web site. The address I have is http://www.system-solutions.co.uk/cafe but it may be old.

John Logan

3678. Jane Jetson's Strip Poker (new archive)

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Nurmix@NO_SPAM_MEsocal.com
Message-ID: <7ipie1$2tkn@enews3.newsguy.com>
Source record: 77990

I put up a new archive of the Jane Jetson's Strip Poker game on my web site, as I noticed there were a couple of errors when un-zipping the original archived file. So if you had any trouble with it, grab the new archive. It's available on Nurmix Web Central:

http://www.tsotech.com/nurmix/home.htm

Just click on the "ATARI" computer link to get to it.

-Paul

BTW: More ST/Falcon/8-bit games and other cool stuff will be available soon there. Check it out from time to time! :^)

--

\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
\\
\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
\\\\ - Electronic Music|Classic Video Games|Atari Computing -
\\\\\
\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!

3679. Re: Anyone recognize a database with a *.ONE extension

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <PPDVsOAjEGU3EwlJ@steverosie.demon.co.uk>
Source record: 77991

In article <375046e2.0@news>, Phil Rastocny <arose@denver.net> writes
>Anybody recognize this extension for the ST series? I've got my record
>collection loaded in there and would like to import it and update to
>something current (e.g., *.DBF). My hope is to find a program that will
>recognize the format and save it as a DBF file. Any help would be
>appreciated.
>
>

Yep I certainly do, I thinks it's the Database one database file;) I
don't know about converting it to a DBF though!

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3680. Re: Convert JPG/etc. to Degas PC1 on PC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: Robert Cy Jones <cy@cassini.demon.co.uk>
Message-ID: <37506DA4.7E460099@cassini.demon.co.uk>
Source record: 77992

One way around this is to use an Atari Emulator (say TosBox) and Imagecopy on
your PC, works fast on mine.

regards
Cy Jones

Chris Cracknell wrote:

> Awwww crap!!!!
>
> I need to convert some PC graphics files for use on my Atari ST computer.
> I used to have a really old really version of Paint Shop Pro that supported
> Degas file formats but wouldn't you know it, the newer version seems to
> have dropped that support. I hate when things like that happen.
>
> I've got programs for the ST itself that will do such conversions, but
> they do it much slower than I can do it on my PC with a Hard Drive.
>
> Does anyone know of a program for the PC that will save image files as
> Degas .PC1 type files (and is that the old degas format or is it Degas
> Elite?)
>
> Any help will be appreciated.
>
> CRACKERS
> (Converts from hell!!!!!!!!)
>
> --
> Collector of Atari 2600 carts - Accordionist - Bira Bira Devotee - Anime fan
> * http://www.hwcn.org/~ad329/crab.html | Crackers' Arts Base *
> * http://www.angelfire.com/ma/hozervideo/index.html | Hozer Video Games *
> Nihongo ga dekimasu - 2600 programmer - Father of 2 great kids - Canadian eh

--
Robert Cy Jones
cy@cassini.demon.co.uk
cy.jones@bbc.co.uk
0171 720 8037 (UK)
213 407 4811 (USA)
www.cassini.demon.co.uk

3681. Epson Stylus Colour 200 Printer For Sale

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <1dslb73.18hnfj511rc3caN@ozzyman.vectranet.co.uk>
Source record: 77993

I have an epson sylus colour 200 printer for sale.
it works fine, the colour ink cartridge is empty and the black one is
1/2 full, it works with my atari fine. It can go up to 720 dpi, but I
haven't found any atari software that supports over 360 dpi.
best offer over 50quid :)

3682. Re: Convert JPG/etc. to Degas PC1 on PC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-29 00:00:00 UTC
From: ozzyman@vectranet.co.uk
Message-ID: <1dslbu0.17hs2zqq01o9lN@ozzyman.vectranet.co.uk>
Source record: 77994

Chris Cracknell <ad329@james.hwcn.org> wrote:

> Awwww crap!!!!
>
> I need to convert some PC graphics files for use on my Atari ST computer.
> I used to have a really old really version of Paint Shop Pro that supported
> Degas file formats but wouldn't you know it, the newer version seems to
> have dropped that support. I hate when things like that happen.
>
> I've got programs for the ST itself that will do such conversions, but
> they do it much slower than I can do it on my PC with a Hard Drive.
>
> Does anyone know of a program for the PC that will save image files as
> Degas .PC1 type files (and is that the old degas format or is it Degas
> Elite?)
>
> Any help will be appreciated.
>
> CRACKERS
> (Converts from hell!!!!!!!!)

You could use Image copy, but it costs 20 odd quid, and you don't spound like you need it that much, try the ultimate TOS download site or something like that for a proggie, there will be one out there somewhere. The atari copmputing page has a link to it (I can't remember the URL for the page) got to the atari computing page at: www.ataricomputing.com, and try their link pages..

3683. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: M Clark <mclark@ihug.co.nz>
Message-ID: <3750497A.2A78EB1D@ihug.co.nz>
Source record: 77906

Marios URL is http://planet.ak.planet.gen.nz/~mario/index.html

This board is well worth the investment.

Martin-Eric Racine wrote:

> > > I have an 810Mb 2.5" drive I could use in my STf...??
>
> The card made by Mario Becroft works in STF and MEGA as well.
> It is also a good excuse to install TOS 2.06 (required to
> access the drive) and upgrade your STF to its full 4 MB of RAM.
>
> I do not have the URL to Mario's site off-hand, but typing
> "mario becroft" in Yahoo should give you the answer.
>
> --
> Martin-Eric Racine http://www.pp.fishpool.fi/~q-funk/M-E/
> The Atari TT030 Homepage http://funkyware.atari.org/TT030/
> --
> Intellitel Communications www.intellitel.com +358 (5) 624 3283

3684. Re: DVD Questions

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: J WILKINSON <jwandjw@ihug.co.nz>
Message-ID: <37506B19.85B186D0@ihug.co.nz>
Source record: 77907

Hi there,

Uwe Seimet wrote:
>
> A DVD-ROM driver is required, similar to CD-ROM drives which require a
> CD-ROM driver. But an Atari is too slow for playing DVD movie disks
> anyway. And as far as I know the data on these disks are compressed and
> you have to pay a lot of money to get information about the compressing
> algorithm.

True the compression algorithm is not likely to be a commonly known
piece of information, but some DVD-ROM drives have a composite or a
S-video plug on the back meaning that the video signal could be put
to where it belongs...on a bigscreen telly...computer monitors are
too expensive and too small for that kind of application I believe.

Also the quality of playback I have observed on even P3 machines is
dreadful, and quite frankly pales next to the quality from a dedicated
DVD Video player.

Kind regards,

Chris Wilkinson, Christchurch, New Zealand.
/|\ ATARI Falcon030 owner.

3685. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7iq2kuegh1@snipp.uninett.no>
Source record: 77908

Ronald Andersson <dlanor@oden.se> wrote:

> The control key does not only block reading of the NEWDESK.INF file, but
> also prevents loading of the DESKICON.RSC file, so that only the built-in
> icons are used.

You'te 100% right! Thanks a lot, I have struggled with this on and off for
over a year now :-)

--

/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/

3686. Re: MagiC ate my harddisk

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: Jo Even Skarstein <joska@nvg.ntnu.no>
Message-ID: <7iq2pqegh2@snipp.uninett.no>
Source record: 77909

Ronald Andersson <dlanor@oden.se> wrote:

> I can understand your irritation, but if you have never tried MagiC 6
> without that silly bootlogger, then you simply haven't tried it for real.
> With that function disabled MagiC 6 is more stable than older versions.

There's a lot of MiNT-only stuff I've gotten used to as well, so I can't
imagine ever switching over to MagiC on my Falcon anyway. I only use for
testing, it should suffice to run it on my TT for that.

--

```
/*
** Jo Even Skarstein http://www.stud.ntnu.no/~josk/
**
** beer - maria mckee - atari falcon - babylon 5
*/
```

3687. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990529210412.10855.00005569@ngol04.news.cs.com>
Source record: 77910

In article <375086541032094@oden.se>, Ronald Andersson writes:

>If you still doubt that Thing has problems with Geneva, just try starting
>Geneva without MiNT, and with Thing linked as desktop, and then try to
>launch EVEREST.PRG, and various other APPs. That should make the problems
>clearly visible. (I can't launch *any* APPs properly in such a setup.)

I understand the conflict stems from the method Thing and Geneva use to
restrict memory for older, RAM-hogging applications.

(As I recall, if no memory limit is necessary [i.e. if it is a modern program],
Thing instructs Geneva to reserve 0K for the program.)

I believe there is a patch available for Thing to bypass this feature.

Tom

3688. Re: Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3750a9ae$0$10481@news.zetnet.co.uk>
Source record: 77911

On 29 May 1999 22:30:33, Paul Nurminen wrote:

Any way to save the games?

chrisc
>I've updated the Atari Computing section of my site again. As I mentioned in a
>previous post, I put up a new archive of Jane Jetson's Strip Poker, and also
>BACKWARD to allow Falcon users (like myself) to play poker with Jane.
>
>A few tips:
>
>I know that hitting the space bar will make your cards/hand disappear so that
>you can get a better look at Jane. And for discarding cards - select the cards
>you want to get rid of with the left mouse button, and once selected, click the
>right mouse button.
>
>Enjoy!
>
>
>
>-Paul
>
>--
>
>\ NURVIS MUSIC / Red Light 6 Studio - El Segundo, California
>\\
>\\\ Nurmix Web Central: http://www.tsotech.com/nurmix/home.htm
>\\\\ - Electronic Music|Classic Video Games|Atari Computing -
>\\\\\
>\\\\\\ SPAM ALERT: Remove "NO_SPAM_ME" before sending E-mail!
>
>
>.

3689. Calamus via tosbox: probl&#65533;me

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: ordinate <ordinate@interlinx.qc.ca>
Message-ID: <3750b37e.0@news.interlinx.qc.ca>
Source record: 77912

```
Bonjour,
Je n'ai toujours pas eu la solution pour faire fonctionner mon Calamus 1.09
via TosBox sur mon PC compatible IBM avec windows 95.
Le Calamus 1.09 (date de calamus.prg: 1993 ) de quelqu'un d'autre fonctionne
bien avec Tosbox, mais mon Calamus 1.09 (date de calamus.prg: 1989 ) ne
fonctionne pas du tout avec Tosbox et indique le message suivant:
"can't start Calamus
can't load Calamus.cef
press any key to continue"
```

J'ai pourtant mis les m&#65533;mes lignes du fichier calamus.set et de tosbox que ceux de l'autre personne, mais sans succ&#65533;s sur mon Calamus. C'est la m&#65533;me version 1.09 mais pas la m&#65533;me ann&#65533;e. Il y a quatre ans de diff&#65533;rence concernant calamus.prg.
Que peut bien &#65533;tre la diff&#65533;rence qui ne fait pas fonctionner mon calamus. Je suis pr&#65533;t &#65533; l'envoyer par e-mail (temporairement) &#65533; celui qui voudra bien essayer de le faire fonctionner avec tosbox ou un autre &#65533;mulateur (il fait environ 291 Ko compress&#65533;).
Merci d'avance.
ordinate@interlinx.qc.ca
<<<<<<<<<<<<<<<<<<

3690. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3751047a839320@tripnet.se>
Source record: 77913

On Sat 29-05-1999 23:50 (GMT) Ronald Andersson wrote:

>When booted by MiNT, Geneva does appear to modify its older methods
enough
>to let Thing lanuch most programs, but there are still some 'odd' effects.
>It is not this mode I want anyway, as I dislike MiNT's immense slowdown of
>the system. Even a TT feels unpleasantly slow when running MiNT.

Earlier Geneva versions got slowed down when runned with Mint. With
Geneva 6 the difference in speed with or without Mint is almost gone.
Perfectly usable even on a 8 MHz ST.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/
<<Produced with 100% pure Atari equipment>>

3691. OK, so a 2.5" HDD will but what about SCSI ??

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: 100550.3170@compuserve.com
Message-ID: <375d02d2.81104412@news.freeuk.net>
Source record: 77914

OK, so I could get a board for a 2.5" HDD but I am getting a spare
3.5" Ultra Wide SCSI too soon (free) about 9Gb. It is a WD drive, any
way this can be accommodated inside my existing STf ??

Cheers

3692. [VDS ecran exel - peritel]

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: fromentp@club-internet.fr
Message-ID: <1dsmb14.1xgn86y18ehk4gN@toulouse-4-247.club-internet.fr>
Source record: 77915
Cross-posted to: fr.comp.sys.divers,fr.rec.brocante,comp.sys.oric,comp.sys.misc,fr.comp.lang.basic,fr.petites-annonces.divers,comp.sys.atari.st,fr.comp.emulateurs

Bonjour,

c'est un ecran monochrome de marque exelvision avec une entree peritel,
est un haut-parleur.

fromentp@club-internet.fr

--
Patrice
---
je suis con, mais putain qu'est-ce que j'aime ï¿½a

3693. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: John Whalley <news@whalley.demon.co.uk>
Message-ID: <928062824.4480.0.nnrp-13.9e985e5c@news.demon.co.uk>
Source record: 77916

Maurits van de Kamp wrote in message
<374D6009.C6301C9B@SPAMBLOCKbassment.demon.nl>...

>Indeed, so I wonder why most of the posters here are never on IRC (yeah
>I know you are, Dark and Bengy) :)

Phone bill. News is cheap (just connected in blinks), with IRC you're online
the whole time.

TTFN
John
--
Replace news with john in email address if replying via mail
All mail to news@whalley.demon.co.uk will be deleted
The MagiC Documentation Project: http://www.whalley.demon.co.uk/atari/mdp/

3694. Re: Momory upgrade on 1040ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <376e0cdb.54208107@news.demon.co.uk>
Source record: 77917

On Thu, 27 May 1999 20:07:45 +0100, Steve Stupple
<Steve@steverosie.demon.co.uk> wrote:

>In article <3771e201.51747859@news.demon.co.uk>, Guy Harrison
><guy@swampdog.demon.co.uk> writes
>>>>
>>>> Will the bios auto find the new memory on the STE?
>>>>
>>>
>>>Bios ??? This isn't pc world ?

<joke>
>>But it's got one, and an xbios as well. Two of the buggers and both
>>work!
</joke>

>What the person was getting at is that the Atari doesn't have the BIOS
>in the same sense as a PC does. BIOS = Basic In/Out System. It's not
>responsible for sizing the computers memory.

<g>

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3695. Re: MS jokes

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: guy@swampdog.demon.co.uk
Message-ID: <376f0f82.54887153@news.demon.co.uk>
Source record: 77918

On Fri, 28 May 1999 12:58:39 +0200, Maurits van de Kamp
<maurits@SPAMBLOCKbassment.demon.nl> wrote:

>Guy Harrison wrote:
>
>> >Does MSDOS actually HAVE a kernel? :)
>>
>> Oh yes. It is very small, only one instruction in fact. The 80x86
>> equivilent of NOP.
>
>*shrug* - do you realise what that means? It means the msdos kernel is
>reentrant, multithreaded, multiprocessor-ready, extremely slim and
>fast.. my look what I missed while I was dreading PCs all those years.
>:)

Hehe! <G>

Indeed, that was the well intentioned theory. As we both know, it was
sadly let down due to complications concerning the byte and word
ordering of the cpu(*). A bug in its internal logic lead to the NOP
having a side effect of jumping to another memory location. This
quickly spread "viruslike" and soon MSDOS was born.

(*) Known as GIT - Giggling Intel Technicians. They tried to organise
a piss-up in a brewery but somehow ended up back at the factory and
mucked up all the connections on the processor blueprints. The parties
involved maintain they were playing twister, although the security man
who walked in on them still insists they should all have been
arrested.

[I know I shouldn't post this but I just can't *not* post it] ;-)

--
guy@swampdog.demon.co.uk
http://www.swampdog.demon.co.uk

3696. Re: Jetson's Poker & NURMIX WEB CENTRAL

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: roughley@HORMEL.bc.sympatico.ca
Message-ID: <1dsln3j.um3j1px9pe5uN@srry01m06-199.bctel.ca>
Source record: 77919

Paul Nurminen <Nurmix@NO_SPAM_MEsocal.com> wrote:

> I've updated the Atari Computing section of my site again. As I mentioned
> in a previous post, I put up a new archive of Jane Jetson's Strip Poker,
> and also BACKWARD to allow Falcon users (like myself) to play poker with
> Jane.

You could have at least taken out my comments in the st.gif used on this page. Load it into a text editor and look at the header :-^

Ironically it took me longer to figure out how to add comments to gifs using qed in binary mode than it did to do the actual graphic (scanned from an old CompuServe advertisement).

If you're intent on using the graphic, I'll create a version that blends in with your page's specific background color.

<< Neil >>

--
Neil Roughley | roughley@HORMEL.bc.sympatico.ca | remove uppercase
http://www3.bc.sympatico.ca/roughley/tos.htm | spamblocker to reply

3697. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: a1exh@hotmail.com
Message-ID: <7irc24ngi1@nnrp1.deja.com>
Source record: 77920

> hi,
> where any of these games ever released
> for the St?

Visit the site and find out!

Cheers

Alex Holland

http://Thalion.atari.org

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3698. test

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: dziewon@xs4all.nl
Message-ID: <7irab8$7gh$1@news1.xs4all.nl>
Source record: 77921

A colleague of mine has problems getting new posts
done with NEWsie. I haven't made any myself yet so I may as well
give it a try...

gtx, Rein

3699. Re: Centek's CT2

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dslzlo.lvkwcicbgua8N@pm-d26.rhein-main.de>
Source record: 77922

Martin Graiter <graiter@starmail.com> wrote:

> A Falcon that was sent to Centek came back with the original CPU missing,
> the remaining pads were clean and neat. Don't know if Centek normally
> desolders the onboard CPU when installing the CT2 themselves, or if this
> particular Falcon was a "problematic" one?

Looks like a particular problem of SOME falcons, they tell me that last
year. Maybee Rev "B" Boards..

> The CT2 is quite impressive in performance, but the Centek people seem to be
> an extremly rude and uncivilized bunch. Abusive letters and references to
> the "crystal clear" manual made me both want to cry and laugh. The
> installation manual is anything but clear.

Yes, thatï¿½s exactly the same was other german buyes says. The all got
"B" accelerators. Looks like "rich an nosy!" :/

> Maybe the manual is crystal clear
> for native English speaking people?

What? :->

I got my Rev "A" november last year, after that i create a HTML manual
with picture in three languages. I send this in more as one time to
centec, but they returned not ONE answer that they use it or kick it.
Also i canï¿½t put it to my homepage without an answer from centek.

Have fun it your CT2 works, forget the rest.
Nobody intressed.

> If you want to keep the original Falcon casing you better get a Dremel hobby
> tool. The metal shielding needs to be modified extensively. There is a

Yes, but use also an vaccuum cleaner at the same time. :-)
Dremel kicks metal particles..
Hot air, best way.

> could have been mounted upside down?

Nobody have to look at the part numbers :->

> Also the CPU fan seems oversized, there
> are small, 1" fans available, but the use of a bigger fan might have to do
> with the capacity for air circulation? This big fan requires the internal HD
> to be pushed away towards the edge of the Falcon (to the "north") and
> thereby requireing more metalwork in the shielding.

Yes, thatï¿½s also a joke, saw SOME CT2 here with a -taped- Fan.
They use double sided tape to fit the cooler block on cpu top..

I donï¿½t know what that means.
Any kid knows that he have to fit cooler blocks with special clue.
(Clamps doasnï¿½t work for this kind of cpu)

No comment..

> Maybe some kind of sandwich construction would have solved some of these
> inconveniences, and water cooling as well? (joke!) Maybe all Falcons should
> be sent to Centek so that they can remove the CPU and solder the CT2 into
> those free pads instead? Would leave the expansion slot free for a graphic
> card instead.

Good idea, but i think that doasnï¿½t work without an special socked.
To expensiv.

> Despite the criticism I consider the CT2 to be a remarkable speed-up board
> which makes "heavy" applications like Ghostscript or Calamus work in a much
> more pleasant way.

Yes, thats true.

> A decent graphic card and an ethernet connection is next on the wish list.

Ethernet sound fine, but how create the board ? ;-)

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3700. atari stuff for trade

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: ethh@enemy.org
Message-ID: <7irked$1m4$1@news1.skynet.be>
Source record: 77923

i'm willing to trade atari stuff for atari stuff.

at the end of the list, there is some other non-atari stuff to swap as well
but i'm only interested in atari stuff, don't propose other stuff or money.
meanwhile, i'm ready to buy lynx games and equipment.

i'm in belgium so consider the postal costs accordingly.

tags: games title have tags. these are: "b" to say it comes with the box; "d"
to say it comes with the doc; "f" to say it has no value to me and that it is
free to give away along with any other swap.

bargain by e-mail only.
===
i propose:

lynx games: ishido (bd).

jag games: kasumi ninja (bd), myst cd full version (bd).

vcs2600/7800 games: amidar, sorcerer's apprentice, adventure, yar's revenge,
jungle hunt, centipede, tennis (d), karateka, pac-man, moonsweeper, air sea
battle, maze craze.

a ttm195 cable.

n64 games: turok2 seeds of evil (bd), doom64 (bd).

===
i'm looking for:

a tt-ram card fully fonctionnal that can carry at least 8mb, andor 4mb 30pins
60/70ns simms.

any lynx games, particularly: slime world, ms pacman, asteroids/missile
command, warbirds.

any jag games, particularly: worms, syndicate.

any vcs2600/7800 games, particularly: sky diver, reactor, tic tac toe,
dig dug, enduro.

any st originals, particularly: starglider ii, superwonderboy in wonderland,
ghost and goblins, ghouls & ghosts, elite, castle master 1&2, viking child,
tower of babel.

mouses and 9-pins joysticks for atari.

in order to burn them and put the pictures on the destroy microsoft website,
free original microsoft products of high value with box and docs (you won't
ask for something in exchange for those).
===

ethh
2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5 55
http://torpedoes.enemy.org
GSM=DUTROUX;GSM->CANCER;PROXIMUS&MOBISTAR ASSASSINS

3701. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: didier.mequignon@wanadoo.fr
Message-ID: <7irmpuerl1@wanadoo.fr>
Source record: 77924

On 29 May 1999 23:50:00 , Ronald Andersson wrote:
>on Fri 28-05-1999 20:48 Didier MEQUIGNON wrote:
>
>>On 28 May 1999 02:53:19 , Ronald Andersson wrote:
>>
>----- snip ----- re: CT2B DSP ACK patch doesn't work in accelerated modes here
>>
>>It's strange, it's good in turbo mode on my falcon (I use always TOS 7.0x).
>>Without this modification, your DSP works in turbo mode (you can remove
>>hardware patch by only remove wire on FPU pin 31) ?
>
>Sure, but I don't want to have any more external switches, and the long leads
>that would require. Instead I leave the patch connected at all times, which
>does not appear to have any negative effects, even for those cases when it
>can not help a program work properly.
>
>>I think to time-out or crashs...
>
>I don't understand the sentence above. What does it refer to ?

Sorry my english is very bad...
My question was 'Do you have problems with DSP in turbo mode ?'
Because when DSP delay is removed on set-up all programs used on my computer
works.

>>During CT2B tests, I have found a problem (only with my card ? I don't know...)
>>For exemple CENTBNCH was locked, I have searched problem and I have found :
>>My DSP clock was bad at 50 MHz (OK at 32 MHz in normal mode)
>
>I don't think I have that problem, as that should affect also the many DSP
>programs that do work fine for me, even in the turbo modes.

OK, it's an answer to my question ;-)

>>so I have found
>>a solution, now I use directy 50 MHz clock on oscillator (I have cut signal 11
>>DSP clock). My DSP is always at 50 Mhz.
>
>The funny thing is that I have seen Centek docs that clearly state that this
>is how all CT2B do DSP & FPU clocks, even in compatibility mode. Evidently
>this must be one more example of their problems with the english language,
>as both FPU and DSP are clocked at the normal 32 MHz in compatibility mode.

I don't know if DSP and FPU have always same clock (32 in normal /50 in turbo),
because I don't remember to found 0 ohms resistance between FPU clock and CT2B
connector pin 11.

>I think they must have intended to put a word like the french 'pas' somewhere
>in those descriptions, not realising that that particular kind of negation
>does not exist in English.

It's easy to speak in english, but explanations are another story...

>>DSP interrupt is only used by Aniplayer and Quincy (maybe for demos or games...),
>
>Also some MOD-players.
>
>Hmmm, I don't have 'Quincy' (I don't even know what it is), but I do have
>Aniplayer (unregistered), and guess what: It does work with my patch too,
>in turbo modes, even though the other program I tested still produces 24
>bombs (== spurious interrupt) in those modes.

What is your others programs who use this interrupt ?

>This makes it appear as if there are different ways of using DSP interrupts,

Why ? Another possibility is only in DMA, but this function not exists on a
Falcon. If you have 'Motorola DSP56000/1 Digital Signal Processor User's Manual'
look inside.

>and that the patch helps in all modes for some of them, but not for all.
>
>I should add that the program I tested is rather critical, as the software
>patch does not work at all for it, regardless of the CT2B boot mode used.

That's right. Centek think to put this patch in Dolmen !

>It only works with the hardware patch, and only in compatibility boot mode.
>
>>It's only for remove patch in Auto-folder.
>
>Of course I disabled the DSPpatch program when testing the hardware patch.
>Else I would never have seen the 'spurious interrupt' messages that came
>when I tested in turbo modes. (With the software patch my test program
>simply froze the system, without bombing.)

Your system is frozen, I had this problem when I used only one gate in final
stage (in normal and turbo mode). Maybe low level is bad, do you have a scope ?

>>I use a 74LS05 an inverted gate with open collector output (more important
>>for CT2 !) In final stage 2 gates are in // for drop low level.

>Now for something I should have commented on earlier, as it does affect
>all others who want to add this patch into their CT2B Falcons.

I have made an article for a french magazine ACC, 6 pages in french...
sorry ! It's already very difficult for me to create a documentation in
english in Aniplayer.

>The expansion sockets as shown in MONTAGE2.IMG do not exist, either on a

It's only for CT2A, you must use FPU connector on CT2B. I have put a pin,
between PLLCC and FPU. I know it's a little doc...

>Falcon or on a CT2B. Yet all the patch files refer to that 2x20 connector
>and 2x40 connector, even though no connectors of those sizes exist. This

It's for CT2A, look MONTAGE.IMG !

>means that the suggested method of connecting the patch output to one of
>the pins on that connector is not possible.
>
>Instead it is necessary to find a 'through-hole' on the CT2B, connected to
>both FPU pin 31 and CPU pin 3. One good position is between the 'innermost'
>corners of the Flash ROM chip and the ispLSI1016 chip. There you can find

Humm, you lost guarantee if Centek found a solder on your card...

>four adjacent holes in a line pointing towards the FPU in a 45 degree angle
>relative to the board edges. The one of those holes that is closest to the
>FPU is the one with the right signal. Make sure you have found the right
>hole by measuring 0 ohms resistance between it and FPU pin 31.

DSACK0 and DSACK1 are directly connected between 68030 and 68882.

>Now, Didier, I was much surprised at the time that you never mentioned any
>of these things, and the only explanation I can find for that is that your
>equipment is not really a CT2B, like mine. Possibly you have some older
>or even an experimental version. So which is it ?

It's the same card, I'am sure. About experimental version, Centek has sold
a CT2A ;-))

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

3702. Installing a Megafile 60

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: h.bruening@pop.online.de
Message-ID: <7irr35$q1c@news.kdt.de>
Source record: 77925

Recently I got a 1040STf with a Megafile 60. But I have problems of installing the Harddisk. Simply loading of ADHI.PRG stoped with a "identification unavailable" Error. I read in www.deja.com that I should reformat the HD. After I have done this with HDX.PRG I neither was able to use the HD. Sooner I read, that anyone had this problem after updating his ADHI.PRG from version 3 to version 5. So I searched the older version of ADHI.PRG. After about two hours of searching I didn't find the older version.
Now the question: Does anyone know an answer to my problem? Does anyone know where I can find older ADHI.PRGs?

And a second question: Which plug-in of the Harddisk should I use? If I plug the cable from the ST into HD-OUT I am not able to use the Ploppy Drive.

Sorry for my possible bad English :-(

3703. Last Flash..

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: doitarchive@atari-computer.de
Message-ID: <1dsmlkx.2sub82ij3g5cN@pm-d13.rhein-main.de>
Source record: 77926

Hi,

Anyone used the last ct2 flash?
Machine doasnï¿½t boot without a hit on space key?

Regards, Robert
--
-=Home of DOIT-Archives=-
CENTurbo2 F030 520ST YG3Mac Lynx Jaguar
robscha@data.rhein-main.de / doitarchive@atari-computer.de
http://www.atari-computer.de/doitarchive/index.htm

3704. SV: Centek's CT2

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: Martin Graiter <graiter@starmail.com>
Message-ID: <7is10l$2hq$3@zingo.tninet.se>
Source record: 77927

Robert Schaffner <doitarchive@atari-computer.de> skrev i
diskussionsgruppsmeddelandet:1dslzlo.lvkwcicbgua8N@pm-d26.rhein-main.de...

> Yes, that's exactly the same was other german buyes says. The all got
> "B" accelerators. Looks like "rich an nosy!" :/

So it's not just me? A relief in one way, but worrying from the perspective
of how the company treats its customers. Nous sommes pas chiens.

> > Maybe the manual is crystal clear
> > for native English speaking people?
>
> What? :->

The question was slightly rhetoric, but maybe it's so that we who have
learnt English in school lack grasp of the language in some of its many
fields? Like Centekian English...

> Also i can't put it to my homepage without an answer from centek.

Why can't you? Just do it. If they don't like it they will get in touch with
you...
...and call you a \#%$&!!!

> Yes, but use also an vaccuum cleaner at the same time. :-)
> Dremel kicks metal particles..

You are so right! Everything gets dirty from the metal dust.

> Good idea, but i think that doasn't work without an special socked.
> To expensiv.

"Too expensive" was surely the eternal motto when the Tramiels produced the
ST series. The one-cent-question is: How cheap can you get?

> Ethernet sound fine, but how create the board ? ;-)

No need for that, you can buy a PCI card for next to nothing nowadays. The
hardware adaption to the Atari shouldn't be a difficult job. But the driver
software and the physical space for the card could be a problem. However, if
a professional company choose to make a custom card it wouldn't have to be
any bigger than a matchbox.

Or maybe someone will emulate an ethernet port with the DSP?
The emulated modem never came, exept for on MacIntosh, maybe we'll live to
see the emulated ethernet? Wonders can happen.

Yo! DSP programmers! Here's an idea for you!

MG

3705. Re: OK, so a 2.5" HDD will but what about S

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <37519070$0$10482@news.zetnet.co.uk>
Source record: 77928

On 30 May 1999 10:50:18, MG wrote:

>OK, so I could get a board for a 2.5" HDD but I am getting a spare
>3.5" Ultra Wide SCSI too soon (free) about 9Gb. It is a WD drive, any
>way this can be accommodated inside my existing STf ??
>

Not easily, you're going to need aa very modern ASCSI interface like the Link97, really good software like HD-Driver, and it will need to be externally cased., it won't go inside the STf unless you modify stuff like crazy in there......Get a SCSI-box and put it in, you'll also need a 50pin to 68-pin converter, but it should work OK.....BTW you'll also need a better OS than Tos 1.x or else you won't be able to address all the drive anyway as you'll run out of adressable sectors (I think)...

chrisc

3706. Re: atari stuff for trade

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: Chris Verleye <chris.verleye@swc.be>
Message-ID: <7is499lnb1@news3.Belgium.EU.net>
Source record: 77929

Hallo,

Even een reply in het Nederlands vermits dit toch een Belg
is die antwoord.

Ik heb nog wat Atari-hardware staan die ik niet meer gebruik.

Eigenlijk staat het "stortklaar", terwijl alles nog operationeel is :

Mega ST4 (met 16 Mhz processor en PC Speed), Megafile 60,
monitoren etc.

Interesse ?

>i'm willing to trade atari stuff for atari stuff.
>
>at the end of the list, there is some other non-atari stuff to swap as well
>but i'm only interested in atari stuff, don't propose other stuff or money.
>meanwhile, i'm ready to buy lynx games and equipment.
>
>i'm in belgium so consider the postal costs accordingly.
>
>tags: games title have tags. these are: "b" to say it comes with the box;
"d"
>to say it comes with the doc; "f" to say it has no value to me and that it
is
>free to give away along with any other swap.
>
>bargain by e-mail only.
>===
>i propose:
>
>lynx games: ishido (bd).
>
>jag games: kasumi ninja (bd), myst cd full version (bd).
>
>vcs2600/7800 games: amidar, sorcerer's apprentice, adventure, yar's
revenge,
>jungle hunt, centipede, tennis (d), karateka, pac-man, moonsweeper, air sea
>battle, maze craze.
>
>a ttm195 cable.
>
>n64 games: turok2 seeds of evil (bd), doom64 (bd).
>
>===

>i'm looking for:
>
>a tt-ram card fully fonctionnal that can carry at least 8mb, andor 4mb
30pins
>60/70ns simms.
>
>any lynx games, particularly: slime world, ms pacman, asteroids/missile
>command, warbirds.
>
>any jag games, particularly: worms, syndicate.
>
>any vcs2600/7800 games, particularly: sky diver, reactor, tic tac toe,
>dig dug, enduro.
>
>any st originals, particularly: starglider ii, superwonderboy in
wonderland,
>ghost and goblins, ghouls & ghosts, elite, castle master 1&2, viking child,
>tower of babel.
>
>mouses and 9-pins joysticks for atari.
>
>in order to burn them and put the pictures on the destroy microsoft
website,
>free original microsoft products of high value with box and docs (you won't
>ask for something in exchange for those).
>===
>
>ethh
>2.6.x key id & fp: 7579B421 7D 29 B3 3A CB 2D 42 B1 DE F3 19 D6 18 F6 C5
55
>http://torpedoes.enemy.org
>GSM=DUTROUX;GSM->CANCER;PROXIMUS&MOBISTAR ASSASSINS

3707. Re: Jane Jetson's Strip Poker (new archive)

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7iruku$cov@james.hwcn.org>
Source record: 77930

In article <7ipie1$2tkn@enews3.newsguy.com>, Nurmix@NO_SPAM_MEsocal.com (Paul Nurminen) wrote:
>I put up a new archive of the Jane Jetson's Strip Poker game on my web site, as
>I noticed there were a couple of errors when un-zipping the original
>archived file. So if you had any trouble with it, grab the new archive. It's
>available on Nurmix Web Central:
>
>http://www.tsotech.com/nurmix/home.htm
>
>Just click on the "ATARI" computer link to get to it.
~^~^~^

3708. Re: Convert JPG/etc. to Degas PC1 on PC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: ad329@james.hwcn.org
Message-ID: <7irukv$cp1@james.hwcn.org>
Source record: 77931

In article <1dslbu0.17hs2zqq01o9lN@ozzyman.vectranet.co.uk>, ozzyman@vectranet.co.uk (Andrew Irvine) wrote:

>You could use Image copy, but it costs 20 odd quid, and you don't spound
>like you need it that much, try the ultimate TOS download site or
>something like that for a proggie, there will be one out there
>somewhere. The atari copmputing page has a link to it (I can't remember
>the URL for the page) got to the atari computing page at:
>www.ataricomputing.com, and try their link pages..
~^~^~^

3709. pagestream compiler

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: broncos@primenet.com
Message-ID: <7is9nr$7ko$1@nnrp02.primenet.com>
Source record: 77932

Does anyone know how printer drivers are compiled for pagestream
in order to get the Laserjet 600 dpis driver to work with new
printers they need new pcl commands to be written into them.
If anyone know how this is done please email me.

the computers do not want to print legal correctly at 600 dpi and
legal seperation.

Gene

3710. Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <7is2n7ekl1@mohawk.hwcn.org>
Source record: 77933

Dungeon Master Nexus -- Information wanted

Any Dumgeon Master fans here? I have a Saturn, and was in Japan last week, and saw they have a game called "Dungeon Master Nexus". I did not want to spend a lot of money on a Japanese game, and was wondering if there was an English version of this game for any system? Also, as far as I know, Chaos Strikes Back only made it to the Amiga and the ST.....is this corect? They are reselling Dungeon Master in every flavour it seems. I recently played it on the Super Nintendo, but it is the same old ST game....Chaos Strikes Back would be cool to play again, but I sold it a while back. I am aware of Dungeon Master II for the PC, but that is an annoying game. The theives and flying orbs really tick me off.

Anyhow, forgive the Non ST question, but I know that a lot of Atari ST fans liked this game, and perhaps can answer my questions.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3711. Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: twarnemu@c2i.net
Message-ID: <7iscbn$6j$1@romeo.dax.net>
Source record: 77934

Hei!
Can anyone tell me which software I can use to upload files to my
hompage?
It should be some kind of FTP-programm, shouldn't it? In CAB-FTP that
works fine to download from FTP-sites I can't find an upload function.

I get connected with STiNG.

Thanx for help.

Greetings from Norway,
Thomas.

Falcon030 *** Magic 5 *** NVDI 6

3712. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: jovlie@xs4all.nl
Message-ID: <7isjbcsqk1@news1.xs4all.nl>
Source record: 77935

On 30 May 1999 12:18:48 , Rein Bakhuizen van den Brink wrote:
Hello,
Yes, I am the guy who has trouble in posting a message in a newsgroup.
As you can see, a 'follow up' is no problem, but a new message
doesn't get through.
So I'm looking for a guy, who can help me.
I'm using Newsie 0.94 and do my email and newsgrouping on a TT030 and
a Mega STE.
I'm really desperate, so please help
Jos

3713. Re: Convert JPG/etc. to Degas PC1 on PC?

Newsgroup: comp.sys.atari.st
Date: 1999-05-30 00:00:00 UTC
From: Oliver_Schildmann@LU.maus.de
Message-ID: <199905300000.a47358@lu.maus.de>
Source record: 77936

Hello Chris,

a> Does anyone know of a program for the PC that will save image files as
a> Degas .PC1 type files (and is that the old degas format or is it Degas
a> Elite?)
XNView. An Atari picture viewer and converter which also exists on Windows

and other platforms ...

Web site : http://www.cloe.home.ml.org
http://perso.wanadoo.fr/pierre.g
http://latour.univ-paris8.fr/~pierre

Download : ftp://latour.ipt.univ-paris8.fr/pub/pierre

Greetings, Oliver

We are Microsoft - Resistance is futile!

CyBaer@koso.phoenix.de http://CyBaer.home.pages.de

3714. tny format

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: ghrhoads@aol.com
Message-ID: <19990531005700.20837.00007659@ng-cf1.aol.com>
Source record: 77845

Does anyone know where I can get a utility that will let me read, on my Windows machine, grapics files that are in .tny format. I have several disks of clip art in *.tny format that I use with my Atari, but I would also like to use the clipart in some windows applications.

3715. Re: Installing a Megafile 60

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Uwe Seimet <us@ooc.de>
Message-ID: <37522D55.1607@ooc.de>
Source record: 77846

Hartmut Bruening wrote:

> And a second question: Which plug-in of the Harddisk should I use?
> If I plug the cable from the ST into HD-OUT I am not able to use the
> Ploppy Drive.

HD-IN has to be used to connect the Atari to the hard disk drive.

--

Dr. Uwe Seimet | I really hate this damned machine,
| I wish that they would sell it.
Internet: us@ooc.de | It never does that what I mean
MausNet: Uwe Seimet @ KA2 | but only what I tell it.
WWW: http://acp5.chemie.uni-kl.de/seimet/index.html

3716. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <37523EB9.E9F0EAB8@SPAMBLOCKbassment.demon.nl>
Source record: 77847

Trevor Spencer wrote:

> What is the best time to go on IRC? Everytime I go on everyone seems to
> be leaving - is it something my best friend won't tell me??

Yes - we're all talking about you behind your back and quickly disappear
as soon as you join. ;-)

Seriously, most activity in the ircnet #atari is in the evening, usually
the earlier CET hours (19-22) and if enough Americans and Australians
are there, it has another peak later in the night (CET). During daytime,
#atariscne is often more active than #atari.

3717. Re: ICQ Database

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl>
Message-ID: <37523ED8.781B0360@SPAMBLOCKbassment.demon.nl>
Source record: 77848

John Whalley wrote:

> Phone bill. News is cheap (just connected in blinks), with IRC you're online
> the whole time.

Very true - but I was comparing IRC to ICQ. :)

Maurits.

3718. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Nicholas Bales <bales@directprovider.REMOVETHECAPITALS.net>
Message-ID: <3752479C.1919823E@directprovider.REMOVETHECAPITALS.net>
Source record: 77849

MG a ï¿½crit :
>
> July Computer Shopper 's Atari section talks about an ide interface to
> allow a 2.5" HDD inside thcase of an ST... Anyone done anything else
> like this?
>
> I have an 810Mb 2.5" drive I could use in my STf...??

There are currently 2 interfaces that allow this. The Upgrade Shop's one is STE only. Mario Becroft's one is for both STE and STF, and is sold in the UK by Chris Crosskey.

Both of these require TOS 2.06 if you want to boot from the HD, otherwise you'll have to boot AHDI from a floppy and then you'll be able to access your HD.

Nick
--
||| Nicholas Bales, Toulouse, France
===|||==
/ | \ The Atari ST Quick FAQ bales@
-' ' `- http://quickfaq.atari.org directprovider.net

3719. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37526dcc414690@oden.se>
Source record: 77850

Hi Tom,

----- snip ----- re: Thing 1.27 patch for Geneva 6 compatibility
>
Thanks for the info.
I have now installed this patch on my TT, and can verify that it works.

>Having not read the documentation for Geneva-specific programming, I shant
>speculate as to what constitutes a "bug" and what may simply be a faulty
>assumption.

I have a feeling that both sides refer to 'standards' that have very little
to do with what Atari defined, but be that as it may. Life has to go on
after Atari Corp anyway.

>It's sufficient to say that I did perform the patch on a demo copy
>of Thing 1.27 here and the fix worked as advertised.

Yes, it works here too.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3720. Re: Atari fido-nets

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: derryck@TAKE.THIS.OUTcix.co.uk
Message-ID: <7ito4t$e0k$1@news6.svr.pol.co.uk>
Source record: 77851

On 28 May 1999 09:10:24 , Doctor Clu wrote:
>Hey guys, I was wondering what's up with the Atari fido nets...
>
> Atari
> Atari_ST
> ST_prog

I personally haven't seen any messages in those FidoNet echoes here in the UK (Fortess BBS).

> I am trying to get some BBS's in Ft Worth and Dallas to start carrying
>them. I say them as fairly active on Doc's place BBS when I telneted to
>them, but when we tried to set them mup resently we have not not
>received any messages... can someone please tell me if they know what
>the current state of these message areas are?

Currently in the UK at least the busiest network is NeST.

Rgds, Derryck

/--/
/ The Cheshunt Computer Club Herts UK /
/ http://www.cix.co.uk/~derryck/index.htm /
/--/

3721. CAB OVL's on Lycos searchengine

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375264fc6d7600e0@holleman.demon.nl>
Source record: 77852

Hi,

recently I experienced some trouble on the Lycos searchengine...

I know I used this some time ago without troubles, but yesterday I tried
http://www.lycos.com (the international one) again and at the end of
fetching/loading the mainpage CAB 2.5 crashes.

This was using Dan's 1.3016B, so I tried it with 1.3001, same shit.
Next I ran from 1.2805 and it doesn't crash...

I think the last time I used Lycos without problems I ran 1.2904...

This is on my TT, MagiC 5.01, NVDI 4.12 etc.

Anyone else with similar experiences? Note that using www.lycos.nl (the
Benelux search engine) has no probs.

BTW, a good thing I kept the old OVL's!

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3722. High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Stephen Moss <sgm23@eng.cam.ac.uk>
Message-ID: <7itthqhts1@pegasus.csx.cam.ac.uk>
Source record: 77853

This is probably a stupid question but does TOS 1.2 run in high res?.
I thought that when I first got it I ran it in high res on a TV but I have tried it on both my Phillips CM8833 colour monitor in both colour and psudo mono (greeen screen) modes and my current TV set (Hitachi) and on neither of these am I allowed to select the high res option.

Stephen Moss

3723. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Dennis McGuire <sagedm@erie.net>
Message-ID: <Pine.BSI.4.05L.9905310804120.20738-100000@moose.erie.net>
Source record: 77854

I have been investigating this, but haven't been successful yet.
Here's what I have learned:

Tom Hunt has written a program called PC Gateway. You run this on
a PC and connect to your ISP. Your Atari is connected to the PC by a null
modem cable. Tom has an 8-bit Atari BBS running BBS Express which can be
accessed by telnet this way. He says connecting an ST BBS in the same way
should be no problem.

Now for the "hard" part! As I understand it, you need to have a
"static" IP address and your ISP has to allow you to have Telnet access.
Most ISP's use dynamic addressing which means you have a different
address each time you connect. Thus, callers would not know what address
to telnet to. I have asked Tom to clarify this, but I haven't received a
reply yet.

On 22 May 1999, JLensbo wrote:

> Does anyone know of any Atari BBS's that are telnet-able? Does anyone know how
> to make a BBS reachable thru the internet?
>
>
>

3724. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Steve Stupple <Steve@steverosie.demon.co.uk>
Message-ID: <bRPwrBAQToU3Ewmu@steverosie.demon.co.uk>
Source record: 77855

In article <7itthqhts1@pegasus.csx.cam.ac.uk>, Stephen Moss
<sgm23@eng.cam.ac.uk> writes
>This is probably a stupid question but does TOS 1.2 run in high res?.
>I thought that when I first got it I ran it in high res on a TV but I have
>tried it on both my Phillips CM8833 colour monitor in both colour and psudo
>mono (greeen screen) modes and my current TV set (Hitachi) and on neither of
>these am I allowed to select the high res option.

Hi

Yes TOS 1.2 (or 1.02) will run in Hi-res, the problem you have sounds
like you don't have a Ni-res/mono monitor!

Using a colour one you can only access low and med resolutions. However
using a program, such as Sebra and other mono emulators, will allow you
to run most hi-res/mono programs although the picture quality is no
where as good as the real thing.

-- The Atari Software eXchange LaST PD
asx@atari.org * * * lastpd@atari.org
* * *
Tel: 0870 7402518 'The Fuji Bounces Back' ICQ: 181168278
Dfax: 0870 0521124 * * * Nick: MocknBird
** *** **
Location: Narberth, Pembrokeshire, Wales, UK.

3725. Re: Atari BBS on net?

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: "Atari-Users.Net" <rmahlert@my-deja.com>
Message-ID: <7iu65g$fr4$1@nnrp1.deja.com>
Source record: 77856

On the dynamic ip address problem.. here are a few solutions.. "Static"
name services.. They will give you a name like "atari.dyn.ez-ip.net"
or "tazbbs.dynip.com" to use. They all have clients for the pc that
will do it automatically, it will tell the server what your IP address
is and anyone that request the name will be given your current IP
address if you are online. I always have a web server running on my pc
when I'm online.. at http://tazbbs.dynip.com

The services are.. www.dynip.com
www.dyndns.com (both around $25 U.S./year)
www.ez-ip.com (FREE AND WORKS WITH CAB!!)

the last one... ez-ip you can use Cab to log on manually. Then run
WebLight or the IRCD server(that's what I do)!! And sorry.. I already
have the atari address. <g>

Rob

--
Are you in Atari-Users.Net's Links Engine?
Add Your Site Today!
WWW.Atari-Users.Net
Chat, Links Engine, Forums and WebRing

In article <Pine.BSI.4.05L.9905310804120.20738-100000@moose.erie.net>,
Dennis McGuire <sagedm@erie.net> wrote:
>
>
> I have been investigating this, but haven't been successful yet.
> Here's what I have learned:
>
> Tom Hunt has written a program called PC Gateway. You run this
on
> a PC and connect to your ISP. Your Atari is connected to the PC by a
null
> modem cable. Tom has an 8-bit Atari BBS running BBS Express which
can be
> accessed by telnet this way. He says connecting an ST BBS in the
same way
> should be no problem.
>
> Now for the "hard" part! As I understand it, you need to have a
> "static" IP address and your ISP has to allow you to have Telnet
access.
> Most ISP's use dynamic addressing which means you have a different
> address each time you connect. Thus, callers would not know what

address
> to telnet to. I have asked Tom to clarify this, but I haven't
received a
> reply yet.
>
> On 22 May 1999, JLensbo wrote:
>
> > Does anyone know of any Atari BBS's that are telnet-able? Does
anyone know how
> > to make a BBS reachable thru the internet?
> >
> >
> >
>
>

Sent via Deja.com http://www.deja.com/
Share what you know. Learn what you don't.

3726. Re: Dungeon Master Nexus

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990531094901.02264.00004940@ng-cb1.aol.com>
Source record: 77857

hi,
DM Nexus?? No, never heard of it. What
did it look like? Sounds interesting.
Chaos Strikes Back never made it to the
PC as far as I can tell. But it is availible on
the Automation Cd collection.
Yeah, DMII was so un-DM. Where the heck
did they get the idea for it???
thanks,
james.

3727. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7iu4al$r2e$1@news8.svr.pol.co.uk>
Source record: 77858

Stephen Moss <sgm23@eng.cam.ac.uk> wrote in message
news:7itthqhts1@pegasus.csx.cam.ac.uk...
> This is probably a stupid question but does TOS 1.2 run in high res?.
> I thought that when I first got it I ran it in high res on a TV but I have
> tried it on both my Phillips CM8833 colour monitor in both colour and
psudo
> mono (greeen screen) modes and my current TV set (Hitachi) and on neither
of
> these am I allowed to select the high res option.

You need the correct mono monitor (which provides the 'mono-present' signal
to the ST) to be able to do this. Look for a second user SM124/125 if you
are keen.

3728. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Roger Cain <roger@cainr.freeserve.co.uk>
Message-ID: <7iu4am$r2e$2@news8.svr.pol.co.uk>
Source record: 77859

Thomas Warnemuende <twarnemu@c2i.net> wrote in message
news:7iscbn$6j$1@romeo.dax.net...
> Can anyone tell me which software I can use to upload files to my
> hompage?
> It should be some kind of FTP-programm, shouldn't it? In CAB-FTP that
> works fine to download from FTP-sites I can't find an upload function.

You use Newsie and this can upload files by ftp. If you want something a bit
more specialist then look for recent versions of aFTP by Atack.

3729. Re: Thalion Webshrine BBs

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: lethor7@aol.com
Message-ID: <19990531102342.02264.00004947@ng-cb1.aol.com>
Source record: 77860

hi,
or you might have said: Gee, we only
have Amberstar availible in ST foramat.
But thanks for the link. Great site.
james.

3730. FS: SC1224 Color

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7iu74c$sv9$1@ns1.thpl.lib.fl.us>
Source record: 77861

SC1224 in perfect condition. $20.00 plus packing and shipping. e-mail replies please only in United States. This color Atari monitor is in excellent operating and cosmetic condition. don't miss out if you need one.

3731. FS: High Density Floppy/ST

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <7iu5nv$sv4$1@ns1.thpl.lib.fl.us>
Source record: 77862

Panasonic 1.44 MB internal floppy drive for ST line of computers, far more reliable than your present 800K floppy drive.

$18.20 includes shipping to anywhere in the United States via Priority Mail thats del in 1-3 days (not guaranteed by the post office). e-mail replies please and thank you. sfpu@scfn.thpl.lib.fl.us.

3732. Re: FS: SC1224 Color

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: eastman@nortelnetworks.com
Message-ID: <eastman-3105991140250001@bftzm4a8.ca.nortel.com>
Source record: 77863

> SC1224 in perfect condition. $20.00 plus packing and shipping. e-mail
> replies please only in United States. This color Atari monitor is in
> excellent operating and cosmetic condition. don't miss out if you need
> one.

Or bid on mine. Also in great shape with original packaging. Currently at
$9.99 + shipping.

http://cgi3.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=geastman

3733. Re: HD-Driver and TOS 2.06/3.06

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: darkchyld@pcc-uky.campuscwix.net
Message-ID: <7iuche$38a$1@news.campuscwix.net>
Source record: 77864

On 29 May 1999 23:49:54 , Ronald Andersson wrote:

->Aha ! I think I have a clue now.
->
->The control key does not only block reading of the NEWDESK.INF file, but
->also prevents loading of the DESKICON.RSC file, so that only the built-in
->icons are used.
->
->I recommend testing with another 'known-to-be-safe' icon file, and remember,
->it must be in the old resource format for TOS 2.06 and 3.06, as they have
->no support for colour icons or the extended format that those demand.

Same advice I gave him in an earlier message... ;-)

____
/ / SysOp Of The DarkForce! BBS / /\
/ --T-- / Phone 1-606-886-9014 Today! / /\ / /
/ -A T A R I- / My ICQ # Is 2 0 6 2 3 9 0 4 / Dark><Chyld / /
/ --G-- / The Fuji -Still- Lives...!! / \/ / /
/_____________/_____________/_____________/_____________/ /
____\/

3734. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: FROGGYlandon@best.com
Message-ID: <3752c1d3$0$199@nntp1.ba.best.com>
Source record: 77865

Maurits van de Kamp <maurits@SPAMBLOCKbassment.demon.nl> wrote:
:>Just to prevent misunderstandings, the bombs are nothing more than a
:>result of 680x0 TRAPs that are not used for anything else, ie the 680x0
:>error TRAPs (bus error 2 bombs, address error 3 bombs, devision by zero
:>11 bombs, stuff like that). I don't think there is any error that can
:>cause a trap 20 (if my memory serves me right that is) so 20 bombs
:>should indeed be a combination of errors. Pity Atari didn't remember to
:>add a space behind the last bomb. :)

the pre-ship code just rebooted the machine without warning; i added
the bomb icon scribbler so that at least you knew that *something* bad
had happened. i'd wanted to do a "sad mac" like dialog, but there
just wasn't any time

it's theoretically possible to get up to 255 bombs, if things get
really messed up in the interrupt vector table

--

FROGGYlandon@best.com (to reply, remove the amphibian in the address)

"it's not about how well the pig dances, but whether it can fly"

3735. NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: <>
Message-ID: <3752c535.0@news.qnet.com>
Source record: 77866

I have been using the FTP part of NEWSie to upload jpgs to my web space. When I first logon,get the DIR list and do an upload, this all goes just find, then after the file has been uploaded newsie displays the message 'sending request' and sits there waiting for whatever until the coming of the next ice age. After 15 mins I hit reset to get out. and as I can't use cab 2.7 because I get that Can't Find RSC message, I can't use it for FTPing.

```
*-------------------------------------------*
| Slc.Dennis Bishop Founder & Lifetime Member |
| SIAR (1971) / IAR (1995 |
*-------------------------------------------*
```

3736. Re: test

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3752cefd$0$10846@news.zetnet.co.uk>
Source record: 77867

On 30 May 1999 23:58:36 , Jos Vlietstra wrote:

| . . . .
|Yes, I am the guy who has trouble in posting a message in a newsgroup.
|As you can see, a 'follow up' is no problem, but a new message
|doesn't get through.
| . . . .

If you can do a followup you can do a new post. You need the
newsgroup name (comp.sys.atari.st) in the top box, subject and
author as required), then simply select Edit. When you have finished
writing your post in your text editor, select Save then Quit then,
if online, select Send. If not, select Queue and the next time you
are online and start NEWSie the post will be sent automatically.

John Logan

3737. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: jlog@zetnet.co.uk
Message-ID: <3752ceff$0$10846@news.zetnet.co.uk>
Source record: 77868

On 31 May 1999 13:04:26 , "Stephen Moss" wrote:
|This is probably a stupid question but does TOS 1.2 run in high res?.
| . . . .

TOS will run in high res if you have a high res monitor. Atari had their own monitors (SM124 and 125 I think) but now you can buy others modified to behave as an Atari monitor or buy an adaptor for a VGA monitor. The output is high quality black and white at 640 by 400 pixels. This was excellent for its time and still is perfectly adequate.

You will not be able to get high res on a TV or colour monitor. There is a pin connection in the high res plug which signals to the computer when to use high res. It is there to prevent damage to monitors that couldn't handle the high frequencies used.

John Logan

3738. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: kennethm@tripnet.se
Message-ID: <3752dea01020160@tripnet.se>
Source record: 77869

On Mon 31-05-1999 00:26 (GMT) Ronald Andersson wrote:

>Hi Kenneth,
>
>on Sun 30-05-1999 10:20 Kenneth Medin wrote:
>>On Sat 29-05-1999 23:50 (GMT) Ronald Andersson wrote:
>>
>----- snip ----- re: Thing+Geneva problems, and the slowness of MiNT
>>
>>Earlier Geneva versions got slowed down when runned with Mint. With
>>Geneva 6 the difference in speed with or without Mint is almost gone.
>>Perfectly usable even on a 8 MHz ST.
>
>Kenneth, I was speaking of the slowdown of using MiNT at all, even without
>any special AES like Geneva. MiNT itself is too slow. And when any extra
>AES is loaded 'on top' of MiNT it does slow down even more, even Geneva 6
>does this, though not as much as version 5 did.

When using "standard" GEM programs like Okami, Qed, etc. I really do
not feel any significant speed difference. But I just tried a program
that does a lot of calculations and window draws in the main evnt_multi-
loop with evnt_timer active and set to zero. The same calculations took
almost exactly twice as much time to complete with Mint running.

>Also, for systems with little RAM, Geneva without MiNT is the 'cheapest'
>(in terms of RAM cost) way of getting any multitasking APPs to work, and
>many of them do work very well, even with a singletasking GEMDOS.

My computers only have 4 MB each and with 2 MB left for "user programs"
when Geneva, NVDI, Neodesk, STinG, etc. are running. This mostly works
good enough for my needs.

By using more than one computer I also get true multitasking :-) Been
experimenting with Bnet and it seems to work even without Magic. There
where some bombs when under heavy load but I have not isolated what
caused them.

>But the usefulness of all this is lowered drastically if one can't also
>use the same desktop as usual, which for me means Thing.

I am still using Neodesk as it does what I want in a very stable way.
And, I do run Win-95 (on original install since -96!) too, so maybe
that's the reason I still find Neodesk to be a very usable desktop.

--
Kenneth Medin <kennethm@tripnet.se>
http://www5.tripnet.se/~kennethm/

<<Produced with 100% pure Atari equipment>>

3739. Re: NEWSie Slow FTP

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <3752d57a72f418d0@holleman.demon.nl>
Source record: 77870

on Mon 31-05-1999 17:21 Slc.Dennis Bishop wrote:

>I have been using the FTP part of NEWSie to upload jpgs to my web
>space. When I first logon,get the DIR list and do an upload, this all
>goes just find, then after the file has been uploaded newsie displays
>the message 'sending request' and sits there waiting for whatever
>until the coming of the next ice age. After 15 mins I hit reset to get
>out. and as I can't use cab 2.7 because I get that Can't Find RSC
>message, I can't use it for FTPing.

Dennis,

same happens here, and also with aFTP. After the file's been sent, it
waits for the new dir to display and hangs forever. Simply quit, start
again and do the next file. You'll find the first file in the dir then
too...

Just once (O-N-C-E) I had Newsie displaying the updated list a few secs
after the transfer.

I always considered it an ISP problem (ftp-ing to my own pages), but
perhaps we need a Windows-compatible ftp-program??? :-)

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3740. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: didier.mequignon@REMOVE.wanadoo.fr
Message-ID: <7iuqfm$8nn$1@wanadoo.fr>
Source record: 77871

Hi Ronald,

On 31 May 1999 00:26:23 , Ronald Andersson wrote:
>on Sun 30-05-1999 15:51 Didier MEQUIGNON wrote:
>>On 29 May 1999 23:50:00 , Ronald Andersson wrote:

>>My question was 'Do you have problems with DSP in turbo mode ?'
>
>Yes, I do, as I have described in earlier mails here my system is

Sorry, I haven't read all texts except MMU ;-)

>generally unstable under TOS 7.x mode, but perfectly stable when I

My system is stable with TOS 7.x, I can't use TOS 4 because I can
boot on my old IDE disk (with delay on IDE checked).

>use TOS 4.x mode, with FastRAM activated by Maddalt.

Strange, your problems disapears in TOS 4...What is your DSP problems with
TOS 7 ? For example system can be frozen in XBIOS DSP function. I can't see
hardware differences between TOS 4 and 7 except MMU...

>>Because when DSP delay is removed on set-up all programs used on my computer
>>works.
>
>All programs I use do work in turbo modes here too, and I have removed DSP_IRQ
>from \AUTO\, but TOS 7.x mode is not stable for me. This has nothing to do

What is symptoms ?

>with the DSP or DSP_IRQ. DSP_IRQ.PRG only installs a handler for the

Yes I know, this program jump to vector programmed in host port.

>'spurious interrupt' vector, and when all is well no such interrupts should
>ever occur.
>
>>I don't know if DSP and FPU have always same clock (32 in normal /50 in turbo),
>>because I don't remember to found 0 ohms resistance between FPU clock and CT2B
>>connector pin 11.
>
>I don't care if it is the *same* clock or not. The fact is that both FPU
>and DSP run at 32 MHz in compatibility mode and at 50 MHz in TOS 4.x and
>TOS 7.x modes on an unmodified CT2B.

I havn't modified my CT2B, I have only connected DSP clock to 50 Mhz oscillator.

>----- snip ----- re: programs that use DSP interrupts

>>What is your others programs who use this interrupt ?
>
>Various fairly old MOD players. The one I used in most tests was MGPL-110.

I don't know this player, I use Bob Tracker. Where I can found this player ?

>>If you have 'Motorola DSP56000/1 Digital Signal Processor User's Manual'
>>look inside.
>
>I do have it, but only as PDF files, and GhostScript is not a convenient
>tool for reading documents of several hundred pages.

I know I have printed pages about MMU ;-)

>>>I should add that the program I tested is rather critical, as the software
>>>patch does not work at all for it, regardless of the CT2B boot mode used.
>>
>>That's right. Centek think to put this patch in Dolmen !
>
>That SOFTWARE patch ??? But that would be insane !!!

Maybe now they are changed of opinion...

>That would make it impossible to catch any bugs in either software or
>hardware that cause real 'spurious interrupts', as they would all be
>interpreted as DSP interrupts.

I know.

>That will make it virtually impossible to debug new hardware ports and
>their drivers for Phenix, as 'spurious interrupt' is one of the errors
>to be expected in early stages of such development.
>...

Maybe it's only for CT2.

>You misunderstood. With SOFTWARE patch I got the frozen system, but with

Ah sorry ! Do you have try without DSP delay ?

>the HARDWARE patch I got 24 bombs, both results in turbo mode with test

Maybe low level of DSACK0 is bad. For test it I have connected trigger
input of my scope to XHACK (U44) and normal input to DSACK0 signal.

>program MGPL-110. Under same conditions Aniplayer works without errors,
>so this has nothing to do with the signal levels.

Aniplayer use only this interrupt in 65K colors (or screen 320 x 240 without GEM)
and 'direct screen' checked.

>Also, you used 2 74LS outputs, which is *significantly* weaker than a single
>74F output, which I now use. Actually I've tried three different variants of
>the patch circuitry.
>
>1: 74LS05 connected exactly as shown in the INTERDSP package.

>
>2: 74ALS38 connected with same input and output relationships as the above,
> but different interconnections of course.

IOL (output current for low level) of 74xx38 is better than 74xx05, so 2nd
gate on final stage is normmaly useless.

>>>The expansion sockets as shown in MONTAGE2.IMG do not exist, either on a
>>
>>It's only for CT2A, you must use FPU connector on CT2B. I have put a pin,
>>between PLLCC and FPU. I know it's a little doc...
>>
>>>Falcon or on a CT2B. Yet all the patch files refer to that 2x20 connector
>>>and 2x40 connector, even though no connectors of those sizes exist. This
>>
>>It's for CT2A, look MONTAGE.IMG !
>
>I have studied all the files very closely and have not found the designation
>CT2A anywhere at all. The only ones I find say either CT2B or just CT2, and
>according to the latest info from Centek they are synonymous, as the next
>series will be identical to CT2B but will be sold as just CT2.

I have made this files before latest info from Centek about new serie, so CT2
is for CT2A ;-) You havn't bus connectors on a CT2B :-)))

>Seems to me like a Centek mixup of information here. They should have used
>the CT2A designation in place of each CT2 in all the INTERDSP files.

OK :-)

>>Humm, you lost guarantee if Centek found a solder on your card...
>
>So what ?
>
>I prefer to have a system that works right without guarantee, rather than
>having a system with guarantee that does not work right. A system that
>attempts to emulate interrupts in software is not acceptable to me, as
>some hardware things can not be emulated at realtime speed, and the loss of
>all ability to recognize real 'spurious interrupts' is also unacceptable.

I know, I was hungry when Rodolphe has said 'This interrupt not exist
on new CT2B' and another reason that I can't tell here.

>>>four adjacent holes in a line pointing towards the FPU in a 45 degree angle
>>>relative to the board edges. The one of those holes that is closest to the
>>>FPU is the one with the right signal. Make sure you have found the right
>>>hole by measuring 0 ohms resistance between it and FPU pin 31.
>>
>>DSACK0 and DSACK1 are directly connected between 68030 and 68882.
>
>Yes I know, but soldering directly on the IC socket is not good for it, and

I have insert a pin.
Another example with U44, I have insert a pin in socket (pin 15).
=> no solder, no pin cut.
I can come back to my old Speed Resolution Card...

>not for the FPU either. I don't think the guarantee covers that either, by
>the way, so anyone making this mod does lose the guarantee in any case.

>>It's the same card, I'am sure.
>
>Good. As we have discussed various PMMU patches I wanted to be sure that we
>do have the same hardware. It is virtually certain that the older versions
>differ in some important respects.

That's right, maybe an example last flash on CT2A ?! (post by Robert Schaffner).

Regards,

Didier.

Didier MEQUIGNON Aniplayer download: http://aniplay.atari.org
E-mail: didier.mequignon@wanadoo.fr http://perso.wanadoo.fr/didierm/
Address: 25,rue de l'Ascenseur 62510 Arques FRANCE
Dev 68K/DSP56001/C on
Atari FALCON 030/CT2B 46Mb 420Mb HD ~ ZIP100 ~ CD-ROM10X ~ MODEM V90

3741. Re: 2.5" HDD in ST??

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3752f315$0$10480@news.zetnet.co.uk>
Source record: 77872

On 31 May 1999 10:26:04, Nicholas Bales wrote:

>There are currently 2 interfaces that allow this. The Upgrade Shop's one
>is STE only. Mario Becroft's one is for both STE and STF, and is sold in
>the UK by Chris Crosskey.
>
>Both of these require TOS 2.06 if you want to boot from the HD,
>otherwise you'll have to boot AHDI from a floppy and then you'll be able
>to access your HD.
>
>

Mario's ones come with TOS2.06, you option wether or not to fit it, it is
unfortunately not switchable...

chrisc

3742. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: chrisc@zetnet.co.uk
Message-ID: <3752f375$0$10480@news.zetnet.co.uk>
Source record: 77873

On 31 May 1999 14:49:37, "Roger Cain" wrote:

>You need the correct mono monitor (which provides the 'mono-present' signal
>to the ST) to be able to do this. Look for a second user SM124/125 if you
>are keen.
>

Alternately Mario Becrofts distributors can sell you a little converter
plug that gives you hi rez mono on an SVGA monitor....

chrisc

3743. Re: Anyone recognize a database with a *.ONE extension

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: John Kolak <jkolak@jps.net>
Message-ID: <3752F5D8.46BFF0DD@jps.net>
Source record: 77874

"The Informer" database program had a lot of conversion modules that
recognize many of the popular ST database formats.

Phil Rastocny wrote:
>
> Anybody recognize this extension for the ST series? I've got my record
> collection loaded in there and would like to import it and update to
> something current (e.g., *.DBF). My hope is to find a program that will
> recognize the format and save it as a DBF file. Any help would be
> appreciated.

3744. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7iv13i$9uj$1@nyheter.chalmers.se>
Source record: 77875

In article <374bba421e47216@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Johan,
>
>on Sun 16-05-1999 12:03 Johan Klockars wrote:
>>In article <373d0a363965b81@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>>Note that I said PowerPC. That is a Motorola/IBM processor family, used
>>in the PowerMacs for example.
>
>Really ? I thought it was just an Apple/IBM collaboration, without Motorola.

I've heard that Apple was involved somehow, though, I don't really see
that they could have all that much to contribute to a processor
architecture compared to the other two.
Anyway, the PPC is based on IBM's Power, with the 88k bus from Motorola,
IIRC. Doubtless Motorola made other contributions as well.

>Again, that sounds fine, but I can't help thinking that some fairly large
>ispLSI circuits (or equivalent) will be needed to adapt that CPU to the
>existing Falcon hardware. Those will cost money, and so will development
>of their contents.

I don't know how much is really needed, but in any case it will be
possible to start out with the stuff from the Eclipse.

>Yes, I agree, but no emulator of this kind has been made yet, so it is very
>hard to estimate the effective speedup factor.

Well, Apple has made one and that apparently is 10-15 times faster
than a TT on a 300MHz 603e (according to other posts in this thread).

>>You could always ask someone with a recent Mac what kind of speed they
>>get under 68k emulation.
>
>That would not in itself give a fair estimate of speed in a Falcon, since
>such a Mac will be optimized for use by that CPU, which the Falcon isn't.

Uhm, if you run Atari programs under MagiCMac on that machine, there's
nothing that is especially PPC optimized involved (as long as you don't
try any IO, of course).

>It'll be interesting to see some NemBench files for the Tempest when it is
>finished, so we can compare it to other accelerators in a meaningful way.

Nembench results for Apple's emulator on a similar processor have been
posted here.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3745. STinG EZ-IP clients available

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <37530b0a7eed101@oden.se>
Source record: 77876

Hello everyone,

I've just uploaded version 1.0 of my STinG EZ-IP clients to my homepage.
ST-Guide HYP file is included, both in the archive and readable from the
homepage.

Enjoy!

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3746. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7iv24v$a28$1@nyheter.chalmers.se>
Source record: 77877

In article <374BBD3A.EE81EFED@cs.bham.ac.uk>,
Robert Goldsmith <r.goldsmith-csai97@cs.bham.ac.uk> wrote:
>Ronald Andersson wrote:
...
>The PPC chipset is 100% designed and built by Motorola and

No. See my earlier article.

>is a RiSC processor family using a very cut down version of
>68060 chip routines. IBM and Apple were and are both

You're perhaps thinking of the ColdFire?
That has nothing to do with the PPC (which has nothing to do with
the '060).

>interested in this technology as - for a side point - the G3
>(ppc 750) at 400MHz runs all but floating point arithmetic
>at aprox 200% of the p2 450 - ie. it's twice as fast. As the
>p3 is 50% faster than the p2 ... the G3 is about 50% faster
>than the P3.

I don't know what you're tying to say here.

There is no way a PPC750/400 is going to be twice as fast as a
PII/450 on integer code in general (though it might on some
specific benchmark, of course (that's why Apple keeps using ByteMark)).
For some floating point code it might, though, since the Pentium
processors are really bad at that (compared to other modern
processors).

The PIII is mostly the same as the PII, except for the addition of
the SSE (multimedia extension) stuff. Actually, the external cache
is supposed to have longer latency according to an article I read
a couple of days ago, so it's even slower on some code than an
equivalently clocked PII.

>Well, suggested release is third quarter and, afaik, the

There is a long time until the third quarter runs out...

>themselves. Second, the PPc chip being used is a 603 which
>has been around for a while and the chips and support
>hardware are now 'out of date' by Apple standards and it is
>all quite cheap.

It's actually not a 603 that is being used in the Tempest.
If you look at the Motorola page Core refers to, it's the
MPC8240, a new microcontroller chip based on the PPC603 core.

>Well, based on the Apple and Amiga emmulation figures, Core
>design hoped for an emmulation speed of around the same as a
>80Mhz 68030. This, along with the much faster memory access

According to the numbers posted here, that sounds extremely slow.

>being enhanced in two directions. First, it is hoped that
>the emmulation system can automatically switch on and off
>per application allowing natice PPc code to run on the

This is of course really simple to do. A (not necessarily) free
AES and VDI could also be recompiled for the PPC...

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3747. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Thomas Binder <gryf@hrzpub.tu-darmstadt.de>
Message-ID: <7iv45aada1@sun27.hrz.tu-darmstadt.de>
Source record: 77878

Hi!

Ronald Andersson <dlanor@oden.se> wrote:
> I have a feeling that both sides refer to 'standards' that have very little
> to do with what Atari defined, but be that as it may. Life has to go on
> after Atari Corp anyway.

So, you consider the AES 4.x docs from Atari to have very little to do with Atari defined. Interesting ...

The docs clearly state that the enhanced shel_write() parameter block may contain a "Psetlimit() value" (1). I guess I'm not wrong to assume this means the value given there is directly passed to Psetlimit(), especially because there's no note on special values that would be handled differently. Reading the manual page to Psetlimit() reveals that the value "0" means "no limit", and that's exactly the behaviour you get with AES 4.x, N.AES, MagiC, and Geneva + MiNT. Only Geneva without MiNT fails here.

The next version of Thing will have a workaround, i.e. it won't set the "enable Psetlimit()"-bit in the call to shel_write() when the limit is zero. This wouldn't have been necessary if Geneva without MiNT would get it right.

Note that I simply forgot about this issue, that's why I said Thing would work flawlessly with Geneva. But it's a bug in Geneva, not a problem of not using "special shel_write() parameters necessary for Geneva".

Ciao

Thomas

(1) The docs don't state which of the three possible Psetlimit() modes this refers to, but it's at least quite sure it does not mean the CPU limit, but one of the two memory limits, as otherwise the desktop found in AES 4.1 wouldn't have the option to limit the memory for installed applications.

--
Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de
PGP-key available on request! binder@rbg.informatik.tu-darmstadt.de
Vote against SPAM: http://www.politik-digital.de/spam/

3748. Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7iv4k7$a8r$1@nyheter.chalmers.se>
Source record: 77879

In article <374de9f2b9ad835@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hi Robert,
>
>on Wed 26-05-1999 10:22 Robert Goldsmith wrote:
>>Ronald Andersson wrote:
...
>>68060 chip routines.
>
>But I had missed this relationship. That is probably because most
>'propaganda' harps on the PowerPC connection to IBM, which is a sure

No, it's because it's wrong.

>The special access requirements for the Falcon's 24bit address map
>is not something that the PPc was designed to handle. There will

Why would the address bus be a problem?
I can assure you that there are many PPCs around with less than
16 Mbyte addressable RAM.
The 24->32 bit extension of the hardware addresses can easily be
handled by an MMU.

The 16 bit bus and eight bit hardware registers may well be a problem,
though.

>That sort of situation can be very unstable nowdays. If no
>new 'big platform' designs are made based on them, they can
>rise very rapidly in price as the existing supply runs out.
>This has happened before with other chips.

The chip used on the Tempest is only a few months old.

>>80Mhz 68030. This, along with the much faster memory access
>>of the SDRam should provide a serious boost to the Falcon.
>
>That is true, and I agree that an optimized emulator should be
>able to handle that speed, thus making the 'raw' 68030 speed

According to other posts here, Apple's emulator seems to do about
four times better than that on a 300MHz 603e...
(10-15 times a 32MHz '030)

>>the emmulation system can automatically switch on and off
>>per application allowing natice PPc code to run on the
>>Falcon - much as the Apple systems did and still do. This
>
>Hoped ? If that were at all likely I think Core would have

>made no secret of it, and then you would not have to just hope.
>Such a capability does not come of itself, so if it is not
>in the current design goals then it will not happen.

How about letting an unimplemented '030 opcode be handled as a
jump into PPC code? Really simple to do and it will give you even
finer grained control.

A PPC program that wants to call 68k TOS could easily go via a
'glue' routine that does the call under 68k emulation.

>>could lead to a number of much faster programs designed for
>>the PPc chip that don't use emmulation.
>
>I doubt that this will ever become powerful factor for the TOS
>platform. This is inherently based on 680x0 code, throughout

So was the Amiga market and they seem to like their PPCs.

>all the TOS components. Of course it can be redesigned for
>any native CPU, but such a work investment is not going to
>be made for so small a platform.
...
>Native mode might play some role anyway, for superoptimized
>NVDI drivers and such things, but hardly for GEM applications.

Not any of the commercial stuff, perhaps, but that wouldn't
bother me much.

>Just developing/porting the tools needed for that would take
>years. (Compilers, assemblers, debuggers, etc.)

Just do a PPC cross-compiler of GCC and you'll have C, C++,
Fortran and Ada. ;-)

Debuggers may be a bit of a problem, though.

>>still use it and normal falcon users can still use the 030
>>allongside the PPc chip ... dual processing basically.
>
>No, that is hardly possible, for several reasons.
>
>1: They all have to access the basic Falcon facilities through a
> shared 16bits wide databus, and the bus sharing method used
> for that bus is to halt all bus masters except the one which
> is currently accessing.

If the bus is not available, another chip that wants access will
indeed be stopped. There's nothing that stops that chip from running
along in its caches, though and it seems likely that the local RAM on
the Tempest can be accessed without touching the expansion port.

>2: There is no way that existing system software can survive
> parallel use by two independent processors. This would

> lead to total chaos in the use of system variables and
> stacks etc.

So, don't allow both to do system calls at once.

>3: It would also lead to partly parallel address spaces, making
> all pointers from ST-RAM to FastRAM ambiguous.

Hmm. I don't think I follow you there.
Why would the address mapping ever need to be changed (assuming
no virtual memory). The '030 would very likely not be able to
do anything with the Tempest memory.

>I could go on but why bother ? Meaningful parallel processing
>requires an operating system designed for that, which TOS isn't.

It's very easy to think of parallel processing jobs that don't
require any OS support at all:
- compilation (from a non-system RAM disk)
- image processing/rendering
- HTML formatting

>Remember, we are not talking of all potential Tempest users here,
>but only of such users that also have a suitable other accelerator.

But everyone will have their old '030 too.
Not that it would be terribly useful to run that in parallel with
the much faster PPC, though.

>Finally, I believe that the overall system would gain *more* speed
>by working for optimized integration of the PPc with the Falcon, and
>that requires skipping any extra accelerators as they would only
>worsen the 'bottleneck' effect of the interface between Tempest and
>Falcon.

I'm pretty sure all accelerator boards just supply the original
expansion port, without any extra hardware involved.

>Talk is easy, but development requires suitable tools.
>We have no such tools today for producing native PPc code.
>They do exist on other platforms, but not with support for
>TOS and GEM. Just porting libs would be a *major* project.

The MiNT libs etc are mostly C code.

>the TT has full 32 bit busses for both address and data, and
>the internal speed of a TT is therefore near four times that
>of a normal Falcon.

The busses are indeed 32 bit but, IIRC, only the actual processor
on the TT is 32 MHz. The rest of the system is 16 MHz.
I've certainly never seen a TT come close to four times the speed
of the Falcon on anything.

>It can give a 'share' of the new advanced stuff from 'larger'
>platforms, mainly by giving us a faster 68030 than any we can
>buy as such. But it will not give us any of the *support*
>that exists for those other platforms.

Well, perhaps we could port BasiliskII. ;-)

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3749. Re: 20 Bombs!!!

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Bengy Collins <collins@bulli.com>
Message-ID: <j1F43.5062$8%6.385462@news1.telusplanet.net>
Source record: 77880

In article <3752c1d3$0$199@nntp1.ba.best.com>, FROGGYlandon@best.com wrote:

> the pre-ship code just rebooted the machine without warning; i added
> the bomb icon scribbler so that at least you knew that *something* bad
> had happened. i'd wanted to do a "sad mac" like dialog, but there
> just wasn't any time
>
> it's theoretically possible to get up to 255 bombs, if things get
> really messed up in the interrupt vector table

So then I take it you worked for Atari ? :-)
What was your position and was it a nice environment to work in?
Do you still use Atari's?

--
Bengy Collins collins@bulli.com

MagiC Atari powered by nemesized Atari Falcon030.
MagiC Mac powered by Apple iMac 233

Please visit MagiC Online http://bengy.atari.org

//May the choices we make today be ones that we can live with tomorow//
--

3750. Re: CT2 was Re: Bad Mood

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: rand@cd.chalmers.se
Message-ID: <7iv74o$b3a$1@nyheter.chalmers.se>
Source record: 77881

In article <374bba421e47215@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
>Hello Johan,
>
>on Sun 16-05-1999 11:47 Johan Klockars wrote:
>>In article <373a5aca73213b7@oden.se>, Ronald Andersson <dlanor@oden.se> wrote:
...
>>I put a marker and an index into the first long word of the image data
>>in RAM. The cached data is not used if those aren't correct.
>
>So if I use a normal Blit call to draw an image on screen, then the driver
>will modify my original copy of that data...?!? No thanks !
>I certainly hope I misunderstood what you meant above.

You understood me perfectly.
The driver will indeed modify the original data. The alternative would
have been to calculate some kind of hash (just using the address
wouldn't be enough), which would very likely be too slow (and/or not
very reliable).

The only ways this could cause problems are if the application needs to
access the first to words for some reason or if the image is modified
without disturbing those two words.
For icon sized images I really don't think this is likely, but for general
images it might happen. If it does, just turn off the feature and live
with the slowdown.
(It would be possible to make this selectable per virtual workstation.)

>As I see it that sort of thing can only be done by newly defined functions
>specific to that particular driver, not in any generic GEM drivers, as the
>modification of source data is a new behaviour that never existed in any
>traditional GEM drivers.

Well, it's somewhat similar to writebehind disk caches. If you turn off
your computer directly after the return from a Fwrite you could in that
case loose data, which couldn't happen with the original OS
implementation.

I agree that there should be a new VDI function to do cached blits, but
there's little chance that many programs would use it and this way many
people can get most of the benefits where they are most important.
If there is a problem with one of your applications, turn the feature
off and let me know about it. Perhaps I can devise a workaround.

>Modern desktops (eg: Thing, Jinnee, etc) are capable of handling icons
>with freely mixed sizes. Even the normal 'NewDesk' of Atari can display
>icons of any size, though it assumes that all active icons use the same

>size as object #1 in the icon 'form' does.

Ah!

It would of course be very simple to change the caching behaviour of
the RageII driver to deal with icons of other sizes. Wider icons would
be slightly more difficult than different heights, but still not very hard.
I may do something about this at some point.

>On my homepage you can find an extreme case of 'micro' icons intended for
>use with the normal Atari 'NewDesk'. These icons are only 1 pixel high,

Icons that small would hardly be worth caching, anyway.

>>IIRC, the buffer will normally be put in alternate RAM if you have any.
>>If not, it could of course be very helpful to redirect it.
>
>Actually I doubt that. I think it is initialized to point to TT-RAM if
>any is present, but other Alt-RAM is not recognized at bootup, so then

That shouldn't matter since the programs in the AUTO folder are all run
before the AES starts and I'd assume a Maddalt program would run there.

The buffer definitely ends up in FastRAM on an AB040.

>>Also, since allocation of such memory would have to be done via a VDI
>>call, I don't see why there should be any need for rules of any kind.
>
>I disagree. This VRAM is a limited resource. As such it is not good for
>all APPs that want some of it to assume that they can use it without
>proper regard to the real limitations. They also need to release such

I thought you were talking about rules for how applications could
access the memory themselves.

>RAM whenever they don't really need it, to give other APPs a chance to
>improve their performance by using it. This can't be enforced at driver
>level, since the needs vary for different APPs, so it will have to be

It could probably be handled by some kind of caching scheme.

>enforced through a set of programming rules.

I wouldn't call that rules. Perhaps guide-lines is a better word.
Anyway, it isn't as if it's likely that a whole lot of applications are
ever going to use these features. ;-)

>>I don't know how other graphics hardware does it, but in the case of
>>the mach64 kernel, you don't even have to blit into a temporary buffer.
>>The mach64 will do the expansion on the fly.
>
>That is bound to be less efficient, since it means repetitive CPU code
>for writing the data to each plane. The method I spoke of means that

I don't think you understood what I wrote above.
I only write monochrome data once to a register called the 'host port'.
The mach64 engine is set up to take everything it finds there and blit
the corresponding pixels in whatever graphics mode I've set.
That is, as soon as the first word is written, the mach64 starts
plotting 16 bit pixels (with fore and background colours according to
the 1's and 0's (if it was a 'replace mode' blit)). Since the Falcon
bus is so slow, the mach64 will usually be finished with the last set
of pixels before the processor gets around to writing a new word
(there's a FIFO queue in case the processor is faster).

>the CPU only makes one simple block move of the monoplane data and then
>tells the graphics processor to expand it. That must be better !?!

With the monoexpand scheme I was describing, the blit is already
finished when the monochrome data has been transferred. No final blit
is necessary. _That_ must be better. ;-)

>Well, I'm not so familiar with fVDI internals, or NVDI internals either,
>but I assume that both support loadable drivers that allow omptimization
>of such things to be added by third-party programmers. If so, it should

Yes.

>only be a matter of getting the necessary programming docs out to those
>programmers that are familiar with the graphics cards needing support.

Of course. Only such documentation has never been available to the
public when it comes to NVDI. I have asked for it myself.

>After all, the 680x0 series is also descended from early 8 bit CPUs.

Perhaps in some minor ways, but there isn't much in common between the
68xx and 680x0 processors.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

3751. IBM,PC,ATARI software/hardware going cheap.Site updated

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: David LOUGHTON <"David "@cyberpeeps.freeserve.co.uk>
Message-ID: <3752B0B6.9D18013B@cyberpeeps.freeserve.co.uk>
Source record: 77882

Space needed, selling software and hardware for IBM PC, ATARI Jag, ST,
STE, 800XL, 2600, 7800, and PC stuff. Look at my web site :-

http://www.cyberpeeps.freeserve.co.uk

Updated 29/5/99
Prices start at 30p.

3752. Re: High res in TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Peter_Schneider@su2.maus.de
Message-ID: <199905312035.a50599@su2.maus.de>
Source record: 77883

Hi Stephen,

SM>This is probably a stupid question but does TOS 1.2 run in high res?.
yes, of course.

SM>I thought that when I first got it I ran it in high res on a TV but I
SM>have tried it on both my Phillips CM8833 colour monitor in both colour
SM>and psudo mono (greeen screen) modes
I'm pretty sure that no ST/e will show ST-High resolution (640*400) on
any TV screen. As I know (maybe I'm wrong) the ST provides a 'mono
detect' signal at the monitor jack, which isn't recognized by TV
cable...

SM>and my current TV set (Hitachi) and on neither of these am I allowed
SM>to select the high res option.
I think that's quite normal. And on a high res monitor (Atari) you
won't be able to switch to medium or low resolutions...

Sorry

Peter

3753. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3751e4008a97b40@oden.se>
Source record: 77937

Hi Tom,

on Sun 30-05-1999 01:04 Fitzpatri8 wrote:
>In article <375086541032094@oden.se>, Ronald Andersson writes:
>
----- snip ----- re: Thing problems, launching APPs under Geneva
>
>I understand the conflict stems from the method Thing and Geneva use to
>restrict memory for older, RAM-hogging applications.

That could explain it of course, as everything will fail if there is no
memory for it.

>(As I recall, if no memory limit is necessary [i.e. if it is a modern program],
>Thing instructs Geneva to reserve 0K for the program.)

How?

Normal TOS does not contain any way to limit the RAM a program should own
on startup, so they are always launched as owners of the entire TPA. AFAIK
neither MiNT nor MagiC have defined any functional method for this either,
except that MagiC will interpret some extra bytes at the end of a program
file as being a RAM size limit but that is not involved with Thing's method.

So no real standard for how to do this exists. If Geneva has a method for it,
then that method is Geneva-specific and Thing should then use it correctly
or not at all. The latter is of course most logical anyway, for programs
that do not have any set limit.

>I believe there is a patch available for Thing to bypass this feature.

Where ?

----- some tests later -----

I have tried setting the memory limit of APPs to 99999KB, and the APPs
for which this is done do work normally, but no program whatever can
be run without first installing it in the 'applications' menu. The
"Default" entry does not allow that setting to be edited, because the
corresponding line in THING.INF does not have any field for a memory
limit.

This would force me to install several thousand programs in this way
and I would have to continue doing it for each new prgram I get or make.
That is totally ridiculous, so I won't do it.

I definitely want that patch, so I hope you can tell me where to find it.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3754. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3751e4008a97b41@oden.se>
Source record: 77938

Hi Kenneth,

on Sun 30-05-1999 10:20 Kenneth Medin wrote:
>On Sat 29-05-1999 23:50 (GMT) Ronald Andersson wrote:
>
----- snip ----- re: Thing+Geneva problems, and the slowness of MiNT
>
>Earlier Geneva versions got slowed down when runned with Mint. With
>Geneva 6 the difference in speed with or without Mint is almost gone.
>Perfectly usable even on a 8 MHz ST.

Kenneth, I was speaking of the slowdown of using MiNT at all, even without any special AES like Geneva. MiNT itself is too slow. And when any extra AES is loaded 'on top' of MiNT it does slow down even more, even Geneva 6 does this, though not as much as version 5 did.

Just 'usable' doesn't make the grade. Not when another multitasker is capable of accelerating the system to be faster than original TOS.

But there are some cases where I find it convenient to use Geneva, to get a multitasking AES while still having a singletasking GEMDOS, as this will allow many test utilities to work that do not work properly either under MiNT or under MagiC (eg: my favourite debugger AMON from DevPac).

Also, for systems with little RAM, Geneva without MiNT is the 'cheapest' (in terms of RAM cost) way of getting any multitasking APPs to work, and many of them do work very well, even with a singletasking GEMDOS.

But the usefulness of all this is lowered drastically if one can't also use the same desktop as usual, which for me means Thing.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3755. Re: Last Flash..

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3751e4008a97b43@oden.se>
Source record: 77939

hi Robert,

on Sun 30-05-1999 19:37 Robert Schaffner wrote:

>Anyone used the last ct2 flash?
>Machine doasnï¿½t boot without a hit on space key?

I have installed the latest Flash I know about,
which is 1.3.2, and I do not have that problem.
I assume that you installed the german version,
whereas I installed the english one, so that
might explain the difference, if there is some
bug in the german version.

Btw: I hope you did install the new Putflash
program too, as the Centek post stated that it
was needed to use the new Flash binaries.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3756. Re: About: Ronald Andesson

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: dlanor@oden.se
Message-ID: <3751e4008a97b42@oden.se>
Source record: 77940

Hi Didier,

on Sun 30-05-1999 15:51 Didier MEQUIGNON wrote:
>On 29 May 1999 23:50:00 , Ronald Andersson wrote:

>>>I think to time-out or crashs...
>>
>>I don't understand the sentence above. What does it refer to ?
>
>Sorry my english is very bad...
>My question was 'Do you have problems with DSP in turbo mode ?'

Yes, I do, as I have described in earlier mails here my system is
generally unstable under TOS 7.x mode, but perfectly stable when I
use TOS 4.x mode, with FastRAM activated by Maddalt.

>Because when DSP delay is removed on set-up all programs used on my computer
>works.

All programs I use do work in turbo modes here too, and I have removed DSP_IRQ
from \AUTO\, but TOS 7.x mode is not stable for me. This has nothing to do
with the DSP or DSP_IRQ. DSP_IRQ.PRG only installs a handler for the
'spurious interrupt' vector, and when all is well no such interrupts should
ever occur.

>I don't know if DSP and FPU have always same clock (32 in normal /50 in turbo),
>because I don't remember to found 0 ohms resistance between FPU clock and CT2B
>connector pin 11.

I don't care if it is the *same* clock or not. The fact is that both FPU
and DSP run at 32 MHz in compatibility mode and at 50 MHz in TOS 4.x and
TOS 7.x modes on an unmodified CT2B.

----- snip ----- re: programs that use DSP interrupts
>>
>>Hmmm, I don't have 'Quincy' (I don't even know what it is), but I do have
>>Aniplayer (unregistered), and guess what: It does work with my patch too,
>>in turbo modes, even though the other program I tested still produces 24
>>bombs (== spurious interrupt) in those modes.
>
>What is your others programs who use this interrupt ?

Various fairly old MOD players. The one I used in most tests was MGPL-110.

>>This makes it appear as if there are different ways of using DSP interrupts,
>
>Why ? Another possibility is only in DMA, but this function not exists on a

>Falcon.

That does not mean that the DSP can not be programmed to generate interrupts
for it, even if that will not lead to the effects intended by Motorola's
design plans. I'm not saying that MGPL-110 does use such methods, as I have
not disassembled it, but the fact is that neither the hardware patch nor the
software patch affect its interrupts in quite the same way as they do the
normal DSP interrupts of other programs (such as Aniplayer).

>If you have 'Motorola DSP56000/1 Digital Signal Processor User's Manual'
>look inside.

I do have it, but only as PDF files, and GhostScript is not a convenient
tool for reading documents of several hundred pages.

>>I should add that the program I tested is rather critical, as the software
>>patch does not work at all for it, regardless of the CT2B boot mode used.
>
>That's right. Centek think to put this patch in Dolmen !

That SOFTWARE patch ??? But that would be insane !!!

That would make it impossible to catch any bugs in either software or
hardware that cause real 'spurious interrupts', as they would all be
interpreted as DSP interrupts.

That will make it virtually impossible to debug new hardware ports and
their drivers for Phenix, as 'spurious interrupt' is one of the errors
to be expected in early stages of such development.

As they insist that Dolmen will only be released for Phenix, it should
not use any patch at all, but should use the real interrupt signals.
And even if they change their minds, and decide to release a Falcon
version of Dolmen, it should still not force anyone to use that patch,
as some of us have installed the hardware patch instead.

No, just as TOS does, Dolmen too should solve it by a loadable patch
in \AUTO\ so that all users can choose if they want it or not.

>>Of course I disabled the DSPpatch program when testing the hardware patch.
>>Else I would never have seen the 'spurious interrupt' messages that came
>>when I tested in turbo modes. (With the software patch my test program
>>simply froze the system, without bombing.)
>
>Your system is frozen, I had this problem when I used only one gate in final
>stage (in normal and turbo mode). Maybe low level is bad, do you have a scope ?

You misunderstood. With SOFTWARE patch I got the frozen system, but with
the HARDWARE patch I got 24 bombs, both results in turbo mode with test
program MGPL-110. Under same conditions Aniplayer works without errors,
so this has nothing to do with the signal levels.

Also, you used 2 74LS outputs, which is *significantly* weaker than a single
74F output, which I now use. Actually I've tried three different variants of

the patch circuitry.

1: 74LS05 connected exactly as shown in the INTERDSP package.

2: 74ALS38 connected with same input and output relationships as the above,
but different interconnections of course.

3: 74F32 using an HF switch diode of germanium at its output to simulate
an open-collector gate. (germanium gives a very low voltage drop)

The last is what I use now, as it has the strongest drive capability and
the shortest gate delay (3 ns + turnon time of HF diode), but in fact
all three gave identical results in all tests.

>I have made an article for a french magazine ACC, 6 pages in french...
>sorry ! It's already very difficult for me to create a documentation in
>english in Aniplayer.

Language problems can be rough, I know, but fortunately results improve
with practice, and this process accelerates when you use the language
more. After all, english is not my native language either, so I too
have had problems with it, though that was quite some time ago.

>>The expansion sockets as shown in MONTAGE2.IMG do not exist, either on a
>
>It's only for CT2A, you must use FPU connector on CT2B. I have put a pin,
>between PLLCC and FPU. I know it's a little doc...
>
>>Falcon or on a CT2B. Yet all the patch files refer to that 2x20 connector
>>and 2x40 connector, even though no connectors of those sizes exist. This
>
>It's for CT2A, look MONTAGE.IMG !

I have studied all the files very closely and have not found the designation
CT2A anywhere at all. The only ones I find say either CT2B or just CT2, and
according to the latest info from Centek they are synonymous, as the next
series will be identical to CT2B but will be sold as just CT2.

Seems to me like a Centek mixup of information here. They should have used
the CT2A designation in place of each CT2 in all the INTERDSP files.

>>means that the suggested method of connecting the patch output to one of
>>the pins on that connector is not possible.
>>
>>Instead it is necessary to find a 'through-hole' on the CT2B, connected to
>>both FPU pin 31 and CPU pin 3. One good position is between the 'innermost'
>>corners of the Flash ROM chip and the ispLSI1016 chip. There you can find
>
>Humm, you lost guarantee if Centek found a solder on your card...

So what ?

I prefer to have a system that works right without guarantee, rather than
having a system with guarantee that does not work right. A system that

attempts to emulate interrupts in software is not acceptable to me, as
some hardware things can not be emulated at realtime speed, and the loss of
all ability to recognize real 'spurious interrupts' is also unacceptable.

>>four adjacent holes in a line pointing towards the FPU in a 45 degree angle
>>relative to the board edges. The one of those holes that is closest to the
>>FPU is the one with the right signal. Make sure you have found the right
>>hole by measuring 0 ohms resistance between it and FPU pin 31.
>
>DSACK0 and DSACK1 are directly connected between 68030 and 68882.

Yes I know, but soldering directly on the IC socket is not good for it, and
not for the FPU either. I don't think the guarantee covers that either, by
the way, so anyone making this mod does lose the guarantee in any case.

>>Now, Didier, I was much surprised at the time that you never mentioned any
>>of these things, and the only explanation I can find for that is that your
>>equipment is not really a CT2B, like mine. Possibly you have some older
>>or even an experimental version. So which is it ?
>
>It's the same card, I'am sure.

Good. As we have discussed various PMMU patches I wanted to be sure that we
do have the same hardware. It is virtually certain that the older versions
differ in some important respects.

>About experimental version, Centek has sold a CT2A ;-))

Yes, I know, but I know very little about it, as full details are not made
available by Centek for the older versions.

--

Regards: Ronald Andersson mailto:dlanor@ettnet.se
http://dlanor.atari.org/ ICQ:38857203 http://www.ettnet.se/~dlanor/

3757. Re: Speech engines

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <01beab0f$0dd6e980$b25e0fcb@default>
Source record: 77941

Oliver Schildmann <Oliver_Schildmann@LU.maus.de> wrote in article
<199905290000.a45739@lu.maus.de>...
> Hello "Clockmeister",
>
> g> If you have access to an Amiga (any model) I'd suggest you use the
> inbuilt
> g> speech features of the OS/hardware. I believe Das Boot used speech
> created
> g> on a stock Amiga and C64 with a speech cartridge (MagicVoice?).
> g>
> g> Just a suggestion...
> The speech of "Das Boot" sounds exactly like SAM ("Software Automatic
> Mouth"), a speech processing software which exists on C64 and Atari
> 400/XL.
> later on, this sofware was the basic of the speech software of the Amiga

> (still sounds identically).

Doesn't all computer generated speech sound the same?. ;-)
Point is, I found the Das Boot/C64/Amiga reference on a music website quite
some time ago. It stuck in my mind, mainly because the site had no specific
C=/Amiga/Atari affiliation.
Just assumed the info to be correct. (I know... never assume)

>
> Due to the facts that there is a version for Atari ST too (also sounds
> identically -> ST Speech) and that most (if not nearly all) of the techno

>
> music at that time was made with Ataris, the speech of "Das Boot" should
> be
> also made with an Atari. ;-)
>

You're assuming that. ;-)

Regards,

Clockmeister.

3758. Re: Geneva/NeoDesk

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: fitzpatri8@cs.comLESSPAM
Message-ID: <19990531001215.05083.00006223@ngol03.news.cs.com>
Source record: 77942

>This would force me to install several thousand programs in this way
>and I would have to continue doing it for each new prgram I get or make.
>That is totally ridiculous, so I won't do it.

I understand completely.

>I definitely want that patch, so I hope you can tell me where to find it.

A search of my archives uncovered this publicly released email on the
subject:

>> Thanks for the reply. Unloading was enabled by default, however
>>when I turn off unloading and try to run an application, I get a
>>dialog box saying "Invalid handle!", "handle=0", with two buttons,
>>"continue" and "tolerate". Doesn't matter which button I choose, I
>>get either 2 or 3 bombs depending on the application I am attempting
>>to run. The TT doesn't crash, it just dumps me back to Thing. I
>>can't even figure out if the "invalid handle" message is coming from
>>Geneva, Thing or TOS.
>
>You've found a bug in Geneva :) I just checked it: Thing uses - if
>available - an extended way to run applications, which also allows to
>limit a program's memory usage. Unfortunately, Geneva doesn't handle
>the special case "limit to 0 bytes", which actually means "unlimited",
>so all applications run by Thing which do not have their memory
>limited won't be able to allocate any memory, which also causes the
>opening of VDI workstations to fail (the application which presented
>you the "invalid handle" alert didn't check whether v_opnvwk() failed
>and therefore used the handle which actually means "no handle").
>
>As a workaround, use Geneva on top of MiNT, then this problem will
>disappear (and unloading Thing should also be working smoothly). If
>using MiNT is not an option for you, use a hex editor and search for
>the bytes $3a3c $0f01 $6004 $3a3c $0701 in thing.app and replace $0f01
>with $0c01 and $0701 with $0401. This will disable memory limitation
>in programs run by Thing completely (so even if you enter some value
>in the application options, it won't be used).
>
>I will report this bug (together with some others) to Dan Wilga, and I
>hope he'll fix it in the next release (if there will be one).
>
>> I was puzzled by the announcement that Thing 1.20 would NOW work
>>with Geneva. On my system, 1.09 seems more compatible with Geneva
>>than 1.27.
>

>As you see, that's not Thing's fault. Btw, using Thing 1.20 will also
>cure the problem, but of course you'll then be missing some of the new
>features in 1.27 ...
>
>
>Ciao
>
>Thomas
>
>
>--
>Thomas Binder (Gryf @ IRCNet) gryf@hrzpub.tu-darmstadt.de

Having not read the documentation for Geneva-specific programming, I shant speculate as to what constitutes a "bug" and what may simply be a faulty assumption. It's sufficient to say that I did perform the patch on a demo copy of Thing 1.27 here and the fix worked as advertised.

Tom

3759. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375200ae68904380@holleman.demon.nl>
Source record: 77943

on Sun 30-05-1999 21:59 Thomas Warnemuende wrote:

>Hei!
>Can anyone tell me which software I can use to upload files to my
>hompage?
>It should be some kind of FTP-programm, shouldn't it? In CAB-FTP that
>works fine to download from FTP-sites I can't find an upload function.
>
>I get connected with STiNG.

Hei Thomas,

yup, an FTP program would do the trick. If cab-ftp can't upload (???),
then fetch aFTP from http://www.pwp.cz/atack/prodlist.htm then click the
zipfile for the Sting version.

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|

3760. Re: Upload-software?

Newsgroup: comp.sys.atari.st
Date: 1999-05-31 00:00:00 UTC
From: louis@holleman.demon.nl
Message-ID: <375200ae68904381@holleman.demon.nl>
Source record: 77944

on Sun 30-05-1999 21:59 Thomas Warnemuende wrote:

>Hei!
>Can anyone tell me which software I can use to upload files to my
>hompage?
>It should be some kind of FTP-programm, shouldn't it? In CAB-FTP that
>works fine to download from FTP-sites I can't find an upload function.
>
>I get connected with STiNG.

Thomas,

on 2nd thoughts (first msg was out already), I see you're using Newsie.
It has FTP functions, hasn't it?????
I've been using Newsie for my first site uploads, that was version 0.82 or
so, but 0.94 surely can FTP...

--
CU NeXT msg,

____
| |
L O U I S | Email: louis@holleman.demon.nl |
| http://www.holleman.demon.nl |
| BBS: +31-412-644411 |
|_____________________________________|